



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: 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. TEAM CONDUCT

- 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 all players aware of the Player and Team Code of Conduct and will be held accountable for the players on the team and their actions.

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 always remain in the dugout* except for the batter, on deck batter, and base coaches for 1st and 3rd base. NO EXCEPTIONS!

Commitment Lines for COED, Men's REC, 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.
- The defensive team must have possession of the ball and always touch home plate to record the out.
- If the defensive team tags 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.

- **Illegal Bats:** The first offense by any player, 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.
- **Thrown Bat:** 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 the individual must leave the game, the ball and bat will be confiscated immediately for inspection by the League Coordinator.
 - Confiscated Bats will be taken by Umpire to give to League Coordinator. League Supervisor will hold bat for three days, if the bat is legal, it can be picked up by player. If the bat is ILLEGAL, it will be tagged and can be picked up by the player.

BALLS:

- The official league ball will be the USSSA Classic M or men and the Classic W for women.
- Softball sizes
 - Men: 12” .40/325 USSSA Classic M Blue Stitch
 - Women: 11” .40/400 USSSA Classic W Blue Stitch
- Each team will be provided game balls at the beginning of the season. Extras softballs will be at the concession stands for purchase.
- Each team will provide their own balls to hit
- 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 correct 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.

CLEATS/ SPIKES/SHOES:

- No metal spikes shall be worn. Players must have athletic style shoes to play.
- FIRST Offense: If any player has metal spikes on, that player will be called “out” whether at bat or on base.
- SECOND offense by a team in a game that player will be ejected.

SCOREBOOKS:

- 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.

Players/Rosters/Eligibility/Lineups

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

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.

TEAM ROSTERS:

- A team may carry 20 players on their official roster.
- **Once a roster is finalized by GAME 3, any changes must be made in writing, submitted, and approved by the League Supervisor, OR by the League Coordinator, before an additional player may be added to roster.**
 - **Men's Competitive:** Teams can bat up to **12 players**.
 - **Church and Men's Recreational:** Teams can bat up to 20 players.
 - **COED:** Teams can bat up to 20 players and must alternate male/female.
- Players may legally participate on only one team per division each night.

ELIGIBILITY:

- Each player must be 18 years of age by the **first** scheduled game for each division to participate
- 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 a team uses a non-rostered player and the opponent protests the game, that team will forfeit that game.
- If a team believes that the opposing team is using a non-rostered player, the team captain must lodge a protest with the umpire prior to the final out of the game.
 - In any protest, a FULL roster check will follow
 - Players must each must present a valid photo I.D. to the league representative
 - Official(s) will make note of the original player in question. Protesting team must follow up with the League Coordinator and decision can be ruled on site OR with a written protest to the League 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.

FORFEITS AND NUMBER OF PLAYERS:

- All teams must have at least NINE players present to play. If a team is unable to field nine players at the designated game time, that team will automatically assume the rule of "visitor". If the 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 the ejected player, an out will be given every time the ejected player comes up in the batting order.
- If the team line up falls below 8 players due to injury or any other reason including ejection, the game will be forfeited
- 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.

COED NUMBER OF PLAYERS:

- 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.

Game Play

Time Limits/Complete Games/Run Rules/Forfeits

TIME LIMIT:

- At game time the **CLOCK WILL BE STARTED**, no exceptions. If unable to start by the time **15 minutes has elapsed, then the game is declared a forfeit.**
- A new inning shall not begin 59 minutes after the start of the game clock unless the score is tied.
 - **In the case of a tie, extra innings will be played. Batters in extra-inning games will begin with a 2 – 2 count, the inning will begin with 1 out and a runner on second base.**
 - The runner will be the last recorded out from the previous inning. A team can use their one allotted 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.

COMPLETE GAME:

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

RESCHEDULES:

- Games that were cancelled due to unforeseen 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 pro-refund of league fees, and the current standings will be used to determine the winner of each league.

PITCHING:

- Standard USSSA pitching will be followed including fakes, and 5 second rule
- Fake pitches are allowed while on the pitching rubber or not.
- A legally pitched ball must, in the judgment of the umpire, reach a minimum arc of three (3) 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"

BATTING ORDER:

- Allowed batting order:
 - **Men's Competitive:** Teams can bat up to **12 players.**
 - **Church and Men's Recreational:** Teams can bat up to 20 players.

- **COED:** Teams can bat up to 20 players and must alternate male/female.
- 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 that player comes up in the lineup UNLESS there is a **legal sub** to take the ejected player's place
- If a player decides he/she 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 must leave early or a player leaves due to obvious injury.
- **If a player begins the game but does not complete the first game of a double header for any reason, he/she is ineligible for the rest of the day.**

BATTING COUNT:

- The batter will start at the plate with a one ball, and one strike count.
- Any foul ball after a batter has two strikes will result in an out.
- If a foul ball on the third strike is caught the play will be considered dead, and runners may not advance.

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 makes contact 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 there is any contact outside of incidental, the runner will be called out and may be ejected from the game.

SLIDE RULE:

- 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 will be called out and may be ejected from the game.
- Call are made by the umpire's discretion

COURTESY RUNNER:

- Teams may use one (1) courtesy runner per inning. The courtesy runner shall be any runner in the batting order.
- If at any time the courtesy runner's batting position is due up when that player is on base, an OUT will be recorded, and that batter's position will be skipped in the lineup.

RUN LIMITS:

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

HOME RUN RULE:

- Each team is allowed one home run per inning.
- Each additional Home Run that is hit above the limit 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.

COED SUPPLEMENTAL RULES:

- 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.
- COURTESY RUNNER:
 - Runners on base advance only if forced.
 - The courtesy runner must be of the same sex.

Post Season Playoffs

Playoffs are evaluated on a season by season basis.

**Required ID checks in all postseason games by officials, league coordinator, or league supervisor.
All players must present a valid ID and be on the official team roster in order to participate in playoffs.**

All playoff games will follow time limits as regular season games except for the championship game, which will have a 90 minute time restriction.

LEAGUE TIE-BREAKERS

1. Fewest number of team forfeits will always be the first tie-breaker
2. Between 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.
3. 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.
4. 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.

Cancellations/Rainouts

Cancellation/Rainout Hotline: 618-622-1439

A cancellation due to unplayable conditions or unforeseen conflicts, will be rescheduled. Completed games will follow the completed games rules as previously stated.

- 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.***

Amended on 6/21/2020