

ENTERPRISE CITY RECREATION ADULT SOFTBALL RULES



Team Names:

Enterprise City Recreation is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication. Therefore, we reserve the right to refuse any team name that we feel may be unacceptable due to a racial, religious, or sexual reason, or is otherwise degrading in nature. We ask that all team names, upon submission, not contain or refer to profanity and/or not be racial or sexually explicit in nature. In the event we need to remove a team name we will simply change the schedule to reflect the Coaches last name or provide the opportunity for the team to change their name. In addition, any team wearing a uniform deemed inappropriate by the above guidelines will not be allowed on the field and will be asked to change their attire. Refusal to do so will result in a forfeit.

Eligibility/Rosters:

Offenses to eligibility/roster rules will result in an ejection of the participant from that game. If one team has more than one offense to the eligibility rules the team manager will be suspended for one game. Offenses to eligibility rules during the tournament will result in a forfeit of the game.

1. Team rosters will be provided for each team at the field on the night of the first game. All participants must sign the roster.
2. Rosters will be limited to 16 players for all leagues.
3. All players must be at least 16 years old by the first scheduled league game. It is the team manager's responsibility to ask the field supervisor to see the team roster periodically and verify that it is up to date.
4. Additions to a team roster must be signed prior to playing in a game.
5. All league rosters will be frozen after the 3rd week. No players will be added to the roster after it is frozen.
6. All players playing in the tournament must have signed the team roster. *Offenses to this rule will result in a forfeit of the game.*
7. The participant whose name is listed on the roster must sign the roster; a teammate or manager cannot sign for another teammate. Any one under 18 will need an adult to sign for them.
8. Umpires, field supervisors, or the recreation manager will enforce eligibility penalties at the time it is reported or found out.

Umpires/Field Supervisors:

1. We abide by Official USA Softball rules; they are available online at <https://www.usasoftball.com/official-rulebook/>
2. All issues, suggestions, or complaints will need to be addressed with the recreation manager if not by the umpire

Game:

1. Line ups need to be submitted to the umpire 10 minutes before game time.
2. The umpire will keep score and keeper of time
3. Home Team will be listed first on the schedule.

4. Games will consist of 7 innings or will be timed with no new inning beginning after 50 minutes. Time begins when the umpire tells the team to take the field.
5. **RUN RULE FOR SEASON AND TOURNAMENT PLAY:** 15 Runs after 3 or 10 after 5
6. The first game of the night will have a 5 minute grace period before forfeit is considered. The game clock will be started at scheduled game time. Umpire may use good judgement with approval of the opposing team.
7. Teams may play with as few as **8 players**. If a team does not have 8 players by **10 minutes** after the scheduled start time, they will forfeit the game. 4 Women and 4 Men
8. All subs must be on a roster, either on their original team roster or if you pick up a new sub, they must be added to the teams roster they are playing for and then they become a part of that team's roster.
9. Homerun limit is 3 per team per game
10. Pitch count starts with one 1 ball, 1 strike.
11. Foul Ball Rule - If a foul ball is hit after the batter has a count of two strikes the batter is out. For example, if the batter starts with one strike, then the batter gets a strike two called by a swing or called strike, and then the batter hits a foul ball the batter is out. Or, if the batter starts with one strike, then the batter hits a foul ball for strike two, and then the batter hits another foul ball, the batter is out.
12. A commitment line will be drawn just passed 3rd base. Once you pass this line YOU MUST advance home. All plays at home are a force out situation. Umpire will determine if player crossed the home plate line of force at home
13. Pitching Screen – When a batted ball hits the pitching screen it is deemed a dead ball and is counted as a foul ball. If the batter already had one foul ball the batter is out. If it is the batters first foul ball they continue to hit. The pitching screen will be placed roughly 4 feet in front of the pitching rubber. The side to side placement requires the screen to cover at least ½ of the pitching rubber. A right-handed pitcher pitches from the right side of the screen and a left-handed pitcher pitches from the left side of the screen. The pitcher must keep their planted foot in line with the rubber. If a thrown live ball hits the pitching screen the play remains live. Once the screen is placed at the beginning of the inning, no player may move or touch the screen. If the screen is touched or moved deliberately the umpire will call obstruction.
14. You may play 8-10 in the field, and bat up to 12 players
15. All players are required to either slide or give themselves up in order to avoid contact on all close plays (in situations where a play may happen) Any player not adhering to this rule may be called out per the umpires discretion
16. You may use one courtesy runner per inning. The courtesy runner can run again in the same inning for the same player if they get on base again within that inning.
17. Games which have completed two innings or 2 ½ if the home team is ahead will be considered a completed game.
18. Once a homerun has been hit and the umpire declares the ball a homerun, the batter does not need to touch first base. Instead, the batter will go retrieve the homerun ball.

Co-Ed Rules:

1. Alternating batting order (M, F, M, F)
2. 2 of each gender in the outfield and 3 of each gender in the infield including pitcher and catcher
3. If a male batter walks, the female batter following may choose an automatic walk or chance to hit. The male player automatically advances to second base even if the female chooses to hit.
4. Teams may start with 8 players. Each team plays with an equal number of male and female players whether they have 8 or 10 playing. If they have 9 playing, they can play defense with 5 males and 4 females, or 5 females and 4 males. An out will be taken in the lineup for the vacant spot in the lineup. As soon as a team reaches 10 players they must bat equal numbers of males and females. For example, if a team has 11 players, 6 males and 5 females, the 6th male may sub in the lineup for another male's spot to play offensively. Defense is free substitutions.
5. For all Co-ed games, a 12-inch ball will be used for male hitters and an 11-inch ball will be used for female hitters.

6. **CO-ED OUTFIELD LINE RULE:** When a female is up to bat, players in the outfield must be behind the outfield line. When a male is up to bat, players may choose whether to stand in front or behind the outfield line.

Tournament:

1. All players playing in the tournament must have signed the team roster and have played 4 regular season games. Rosters to be turned in after the first game, if someone needs to be added they must do that with the recreational department. *Offenses to this rule will result in a forfeit of the game.*
2. Home team for the TOURNAMENT will be the highest seed
3. **RUN RULE FOR LEAGUE AND TOURNAMENT:** 15 runs after 3 innings 10 runs after 5 innings.
4. Championship game will be played same as regular season games
5. Tied Games – international tie breaker. Last out will start on second base

Equipment:

1. Each team is responsible to retrieve all home run/ foul balls.
2. Metal cleats are NOT allowed for league or tournament play.
3. All Bats must be USSSA approved and have the USSSA Stamp on them. (See image at top of first page.)
4. Each team is required to provide their own safety mask if protective screen is not available for pitchers.
5. 11" ball for women and 12" ball for men, if wrong ball is pitched and hit, player can determine if they want to keep the hit or re-hit
6. All equipment must be kept off the playing field. The game play will not continue until all equipment is off the playing field, if your team is asked to remove equipment by the umpire, you have 2 minutes to do so or a game forfeiture will be called.

Code of Conduct:

1. It is the team managers responsibility to present the code of conduct to all the participants on their team prior to them signing the roster.

Facility/Softball Complex Rules

1. The use of Alcohol, Drugs and All Tobacco products is strictly prohibited in all city parks and church fields, this includes vaping and E-cigs. Anyone caught in the complex with alcohol, drugs and all Tobacco products including vaping and E-cigs will be immediately ejected from the complex

Protests:

1. Any protest must be made by the coach/manager to the umpire immediately after the alleged infraction and before the next pitch. The field supervisor and umpire will decide on the protest outcome immediately. Protests will not be considered on a decision involving an umpire's judgment call.
2. If you would like to protest concerning the opposing team's roster in suspicion of an ineligible player, this must be done before the second inning starts.

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Postponed Games:

1. Inclement weather: Games may be called prior to play or during play due rain or lightning at the Field Supervisors discretion. Games are not guaranteed to be rescheduled. Rescheduled games will depend on staff and facility availability.

2. Games must be postponed and remain so until at least 30 minutes after a sighting of lightning within a 6-mile radius. If a game is canceled due to weather conditions, all teams must comply. Failure to comply with a weather call will result in an automatic dismissal from the league for the remainder of the season.
3. Team managers are responsible to check with the league for any make-up or play-off times and dates.
4. Make-up games and tournament games may be played any day of the week.

Ties in League Standings:

1. Head to head win loss record
2. Runs allowed
3. Run scored
4. If still tied, a coin flip will determine results.

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