



# PARKS & RECREATION ATHLETICS DIVISION

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## Adult Slow Pitch Softball Fall 2022

### USSSA Men's League

### Game Rules

**Bremerton Parks and Recreation Game Rules will supersede all USSSA Sanctioned Rules.**

#### 1. SCOREKEEPING/LINE-UPS:

- A) Home team is the Official Scorebook. If the home team is unable to have an official scorebook and the visiting team does, the Visiting team will become the Official Scorebook.
- B) Player's first and/or last name must be listed (NO nick names or #'s). If there are multiple same first names, last name MUST also be given.
- C) **Coach who knowingly list an incorrect name on the line-up is grounds for 1 YEAR SUSPENSION from PARTICIPATING and LIFETIME BAN from COACHING.**

#### 2. ½ STRIKE/FOUL BALL RULE:

If a batter has a strike and hits a foul ball, a ½ strike will be given and no out will be enforced. A foul ball hit after a player has 1 & ½ strikes will result in an out (base runner(s) MAY advance on a caught foul ball).

#### 3. GAME LENGTH:

- A) Games are limited to **7 Innings or a Time Limit of 1 hour and 5 minutes**, whichever comes first.
- B) **Time Limit begins immediately at the conclusion of the coaches meeting and cannot be protested. Coaches are responsible for confirming the start time, monitoring and confirming time with the umpire.**
- C) No new inning may begin AFTER 1 hour and 5 minutes has expired.
- D) A new inning "starts" immediately after the third out is made.
- E) If the game Time Limit has expired and the score is tied, the game will **END IN A TIE**.
- F) If the game Time Limit has NOT expired and the score is tied, the game will continue (see #4).

#### 4. TIE-BREAKER/EXTRA INNING(S) IF TIME LIMIT HAS NOT EXPIRED:

- A) Last Out of the previous inning will be placed on second base for the start of the inning.
- B) This procedure will follow until a winner has been determined at the end of a complete inning.

#### 5. GRACE PERIOD:

5 minute **Grace Period** for the 6 PM game only. If a team has (8) players the game will begin and there is NO Grace Period.

#### 6. MINIMUM NUMBER OF PLAYERS NEEDED TO START/FINISH A GAME:

Teams may START/FINISH with a minimum of (8) players with **NO OUT** being recorded in the batting order for the missing player(s). If less than (8) players are present, the game will be declared a forfeit.

**Note:** Player(s) arriving **AFTER** the start of the game may be inserted into the line-up at the bottom of the order (at any time during the game).

#### 7. BALL REQUIREMENTS:

- A) Each team must provide their own ball while on offense.
- B) **Men/Church:** 12", optic **YELLOW** cover w/USSSA or GSL & Classic M or Classic Plus logo.
- C) **Women:** 11", optic **YELLOW** cover w/USSSA or GSL & Classic W logo.

**Penalty:** If a team cannot provide a legal ball, the opposing team may choose to share their game ball or accept a forfeit win. If neither team has a legal ball, both teams will forfeit that game.

8. **BATS:**  
 The umpire has sole discretion to allow or disallow a bat.
- A) Only “Official Softball” bats from authorized manufactures with permanent and visible USSSA and BPF 1.20 markings, will be allowed for use in league play.
  - B) Any player, who steps into the batter’s box ready to play, using an unapproved or altered bat, will be immediately ejected from the game.
- Note: **There is NO PLACE for an altered/enhanced bat in recreational league play. Player(s) using such bats may be suspended indefinitely from the league.**
9. **COURTESY RUNNER:**
- A) **Courtesy runner rule is UNLIMITED.** However, once a player’s turn at bat is over and a pitch is thrown to the next batter (or there is an intentional walk) a base runner CANNOT request a courtesy runner. **An exception will be made ONLY if a runner is injured while advancing to the next base.** The injured base runner will then have to sit out the remainder of the game.
  - B) **The courtesy runner will be the player recording the “last out”** (or the previous out if the player is on base or at bat).
  - C) If a team’s leadoff hitter requests a courtesy runner, the last batter in the line-up will be used.
10. **MERCY RULE:**  
**15 run Mercy Rule** will be enforced after (5) complete innings (unless home team is ahead by 15).
11. **FLIP-FLOP RULE:**  
**If the HOME TEAM is trailing by 10 or more runs at the end of the 6 inning or 55 minute mark,** the home team will exchange home & visitor status. This will bring the former home team to bat in the top of the 7<sup>th</sup> inning and if necessary, the former visiting team to bat in the bottom of the 7<sup>th</sup> inning.
12. **CONCUSSION PROTOCOL:**  
**If a player or coach is struck in the head area with any significant force and exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance), they shall be immediately removed from the game.** This shall be determined at the discretion of the umpire and cannot be protested.
13. **BATTING THE LINE-UP/PENALTY IF PLAYER(S) LEAVES & NO SUBSTITUTE:**  
 Teams will be allowed to “Bat their Line-up” (more than ten (10) players) with any ten players taking the field (interchangeable at the defensive team’s discretion). **However, if one of the players cannot continue to play and NO SUBSTITUTE is available,** the following will be enforced;
- A) **Ejection/Player leaves game (no injury):** An OUT will be recorded each time that position in the batting order comes up
  - B) **Injury:** NO OUT will be recorded and the next batter in the order will hit.
14. **HOME RUN RULE (Ball hit over the fence only):** **HR Limits are posted on backstop of each field**
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| <b>Men’s Division 1</b> | 3 Home Runs + Progressive |
| <b>Men’s Division 2</b> | 2 Home Runs + Progressive |
| <b>Men’s Division 3</b> | 1 Home Runs + Progressive |
- A) “PROGRESSIVE” means once both teams have reached the limits above, no team may be more than (1) home run ahead of the other team.
  - B) Batter DOES NOT have to advance to first base. Player(s) occupying bases will be allowed to return directly to their dugout.
  - C) **LIONS PARK; ball that hits the fence net extension is IN PLAY.**
  - D) **Penalty for EXCEEDING** the allowable home run limits;  
 Men’s League Division 1: **DEAD BALL OUT**  
 All other Leagues/Divisions: **Single, base runners advance (1) base (do not have to be forced)**

15. **UNSPORTSMANLIKE CONDUCT/ABUSE OF PARK PROPERTY:**  
 A) Unsportsmanlike conduct and/or abuse of park property will result in **EJECTION** and a 1 game **SUSPENSION**.  
 B) Each situation will be evaluated for disciplinary actions ranging from 1 game suspension to a year long (365 days) suspension.
16. **NO ALCOHOL, ILLEGAL DRUGS, OR SMOKING (including e-cigarettes):**  
 Participant(s) violating any of the above items on the field or in the dugout, will be warned and then ejected!
17. **DOG(S) BROUGHT TO GAMES:**  
 A) For the safety of players, spectators and umpires, dog(s) brought to the softball field MUST be on a leash (**BMC 7.15.010**) and CONTROLLED at all times (tying/tethering your dog(s) to the fence is NOT considered on a leash) or the participant responsible will not be allowed to play.  
 B) If the dog(s) was brought by a spectator of a team, the coach will ensure the dog is leashed or the game will be declared a forfeit.
18. **1<sup>st</sup> BASE SAFETY BASE:**  
 A) **On the INITIAL THROW to first base from the infield or outfield, the batter-runner must touch the orange portion of the base and not the white or be CALLED OUT! (exception:** The batter-runner running toward first base may cross over to the white bag to AVOID a COLLISION if a WILD THROW forces the fielder in the path of the batter-runner).  
 B) The defensive player must always touch the white portion (**exception:** the defensive player may cross over to the orange bag to AVOID a COLLISION if a WILD THROW forces the defensive player in the path of the batter-runner).  
 Note: **THIS RULE IS IN EFFECT ONLY ON THE INITIAL PLAY AT FIRST BASE.** If the Base-Runner uses the orange portion any time after the initial attempt at First Base and is **NOT IN CONTACT** with the white portion then he/she is considered in foul territory, off the base and in jeopardy of being put out by the defense (i.e. re-tag to advance on a fly ball or returning to the base after over-running).
19. **METAL CLEATS:**  
 METAL CLEATS are not allowed and will result in immediate EJECTION!
20. **DUG-OUT RULE:**  
 Only players, coaches & score keepers listed on the team roster are allowed in the dug-out.
21. **PROTESTED GAME PROCEDURES:**
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| <p>A) A game may be protested for the use of a player(s) that does not meet the eligibility requirements or a game rule violation but, CANNOT be filed for judgment calls. Examples of judgment calls include: whether a batted ball was Fair or Foul, a pitched ball was a Ball or Strike and/or a Base Runner was Safe or Out.</p> <p>B) A \$25 protest fee must be included when the protest is filed with the League Director. If the protest is upheld, the protest fee will be refunded. If the protest is rejected; the protest fee will be retained.</p> <p><b><u>REASON FOR PROTEST</u></b></p> <p>1) Use of player(s) that does not meet eligibility requirements (refer to Softball By-Laws rule #7)</p> <p>2) <b>Rule interpretation during scheduled game.</b></p> | <p><b><u>ACTION TO BE TAKEN</u></b></p> <p><b>Contact League Director within 48 hours of the completion of the game.</b></p> <p><b>File protest with game umpire BEFORE the next legal pitch, intentional walk, or unfairly delivered pitch.</b> Next, contact League Director within 48 hours of completed game</p> |
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