



# PARKS & RECREATION ATHLETICS DIVISION

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## Adult Softball League Fall 2023

### USSSA Slow Pitch

### Game Rules

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

1. **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!
2. **UNSPORTSMANLIKE CONDUCT/ABUSE OF PARK PROPERTY:**
  - A) Unsportsmanlike conduct and/or abuse of park property will result in **EJECTION** and a 1 game **SUSPENSION**.
  - A) Each situation will be evaluated for disciplinary actions ranging from 1 game suspension to a year-long (365 days) suspension.
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) 12”, optic **YELLOW** cover w/USSSA or GSL & Classic M or Classic Plus 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.

(Game rules continued on back side)

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 player farthest away in the line-up 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. **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;  
 B) **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.
11. **MERCY RULE:**  
**15 run Mercy Rule** will be enforced after (5) complete innings (unless home team is ahead by 15).
12. **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.
13. **HOME RUN RULE (Ball hit over the fence only):** **HR Limits are posted on backstop of each field**  
**Division 1** 4 Home Runs + Progressive  
**Divisions 2 & 3** 2 Home Runs + Progressive  
**Division 4** 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;  
 Adult League Division 1: **DEAD BALL OUT**  
 All other Leagues/Divisions: **Single, base runners advance (1) base (do not have to be forced)**
14. **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.**

15. **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)
16. **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.
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:**  
Due to the absence of the overhead netting at Pendergast Park, the dug-out rule has been temporarily revised to allow children inside, for protection against foul balls, as well as players, coaches and score keepers.
21. **PROTESTED GAME PROCEDURES:**  
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.  
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.
- | <b><u>REASON FOR PROTEST</u></b>  | <b><u>ACTION TO BE TAKEN</u></b>   |
|---|--|
| 1) Use of player(s) that does not meet eligibility requirements (refer to Softball By-Laws rule #7) | <b>Contact League Director within <b>48</b> hours of the completion of the game.</b>   |
| 2) <b>Rule interpretation during scheduled game.</b>  | <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 |