



PARKS & RECREATION ATHLETICS DIVISION

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Adult Slow Pitch Softball Spring 2025 USSSA Men's * Women's * Church Leagues

GAME RULES

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

1. **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 game official.**
- C) No new inning may begin AFTER 1 hour and 5 minutes have 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 #2).
- G) **INJURY TIME: If an injury occurs, the game clock will stop immediately and begin at the discretion of the game official.**

2. **EXTRA INNINGS IF TIME LIMIT HAS NOT EXPIRED:**

- A) The International Tie-Breaker rule will be followed.
- B) The start of the first extra inning **begins with the last player who batted** (may or may not be the last out) in the previous inning on 2nd base with no outs.
- C) This procedure will follow until a winner has been determined at the end of a complete inning or, until the time limit has expired.

3. **COURTESY RUNNER:**

- A) **Each team may use one (1) courtesy runner (one time) per inning.**
Note: 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) **ANY PLAYER** in the lineup can be the **COURTESY RUNNER**.
Note: If the courtesy runner is on base when it is their time to bat, it will be an OUT as the runner cannot be replaced.

4. **SOFTBALL BATS:**

- A) **All bats must adhere to the 240 lb. compression requirements.**
- B) Requirements include a permanent and visible USSSA Stamp and the following marking on the bat taper; Slow Pitch Only, 1.20 BPF and NTS Tested.

Penalty:

- 1. If a player comes to the plate with an unapproved bat, the batter will be **CALLED OUT**.
- 2. The bat must be removed from the game.
- 3. If a player brings an unapproved bat AGAIN to the plate, the player who brings the bat to the plate will be **EJECTED** from the game and an **OUT** given.

5. **GRACE PERIOD:**
- A) 5-minute **GRACE PERIOD** for the **6 PM game only**.
 - B) All games must start on time if both teams have at least eight (8) players.
 - C) **Game start time will be adjusted. Example;** Game starts at 6:05 PM because of late arriving players, no new inning will start after 7:10 PM.
6. **MINIMUM NUMBER OF PLAYERS NEEDED TO START/FINISH A GAME:**
- A) A team must have a minimum of eight (8) players to start and finish a game.
 - B) If **LESS than (8) players** are present, the game will be declared a **forfeit**.
 - C) **NO OUT** will be recorded in the batting order for the missing player(s).
 - D) **Note: Rostered 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. **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.
8. **BALL REQUIREMENTS:**
- A) Each team must provide their own ball while on offense.
 - B) **Men/Church:** 12”, optic **YELLOW** cover w/USSSA or GSL & Pro M or Classic M logo.
 - C) **Women:** 11”, optic **YELLOW** cover w/USSSA or GSL & Pro W or 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.**
9. **MERCY RULE:**
- 15 run Mercy Rule** will be enforced after **six (6) complete innings**, 5½ if the home team is ahead.
10. **FLIP-FLOP RULE:**
- A) In the 5th inning and beyond, If the **HOME TEAM** is trailing by **15 or more runs**, the home team will remain at bat and become the visiting team.
 - B) If the team (new visiting team) does not score enough runs to reduce the run difference below 15 runs, the game is over.
 - C) If they reduce the difference below the 15 runs, the new home team will bat. If they score enough runs in the bottom of the inning to exceed the run rule, the game will be over, if not, the game will continue under this format.
11. **3-2 COUNT/EXTRA FOUL BALL RULE:**
- A) Each batter will be allowed three (3) balls and two (2) strikes.
 - B) If a batter has one (1) strike and hits a **foul ball**, a ½ **strike** will be given and **NO OUT** will be enforced.
 - C) A **foul ball** hit after a player has 1 & ½ strikes will result in an **OUT** (base runners MAY advance on a caught foul ball).
12. **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 numbers). 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.**

13. **HOME RUN RULE (Ball hit over the fence only):**

***HR Limits are posted on backstop of each field in the case of a dispute.**

***LIONS PARK; ball that hits the fence net extension is IN PLAY.**

- A) **“Progressive”** means once both teams have reached the limits above, no team may be more than one (1) home run ahead of the other team.
- B) Batter and base runners do NOT have to touch the base they are advancing to and can go directly to the dugout without touching a base.
- C) **HOME TEAM will NOT be allowed to go one (1) up during their last at bat unless both teams were tied going into the top of the final inning of 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).**

Men’s D1 6 Home Runs + Progressive **Men’s D2** 4 Home Runs + Progressive

Men’s D3/D4/D5 3 Home Runs + Progressive **Men’s D6/D7** 2 Home Run + Progressive

Church League 2 Home Runs + Progressive **Women’s League UNLIMITED**

14. **PITCHING REGULATIONS:**

- A) Pitching Height: The ball must be delivered with an **ARC** and at least **three feet** from the point of release, while not exceeding a **maximum height of 10 feet** from the ground.
- B) The pitcher will have the option of pitching from the standard 50-foot plate, or from any point up to 6 feet behind the pitching plate, that is within the width of the existing pitching plate.
- C) Warm-up Pitches:
 - 1. Each pitcher will receive 3 warm-up pitches to start the game.
 - 2. After the start of the game, pitchers will receive only 1 warm-up pitch.
Exception; New pitchers will receive 3 warm-up pitches.

15. **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.

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. **UNSPORTSMANLIKE CONDUCT/ABUSE OF PARK PROPERTY:**

- A) **Unsportsmanlike conduct and/or abuse of park property will result in EJECTION and SUSPENSION.**
- B) Each **SUSPENSION** will be evaluated for disciplinary actions ranging from **1 game or more** dependent upon the severity of the ejection.
- C) **Ejections considered “SEVERE” (i.e. threats, physical contact) may result in a lifetime ban from all Bremerton Parks and Recreation athletic activities.**

18. **DUG-OUT RULE:**

- A) Only players, coaches & scorekeepers, listed on the team roster, will be allowed in the dugouts.
- B) **No spectators or non-rostered players allowed.**

19. **SHOES/CLEATS:**

- A) Shoes must be worn.
- B) **METAL CLEATS** are not permitted. Players wearing metal cleats must immediately remove them and cannot continue to play until he/she is wearing appropriate shoes.
- C) Plastic cleats and rubber all-purpose soled shoes may be worn.

20. **1st 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).

21. **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.

22. **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.

REASON FOR PROTEST

1) Use of player(s) that does not meet eligibility requirements (refer to Softball By-Laws rule #7)

2) **Rule interpretation during scheduled game.**

ACTION TO BE TAKEN

Contact League Director within 48 hours of the completion of the game.

File protest with game umpire BEFORE the next legal pitch, intentional walk, or unfairly delivered pitch. Next, contact League Director within 48 hours of completed game