



PARKS & RECREATION ATHLETICS DIVISION

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USSSA Adult Slow Pitch Softball Sunday Mixed League Spring 2025

GAME RULES

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

1. **GAME LENGTH:**
 - A) Game is limited to **7 innings or a Time Limit of 1 hour 5 minutes**, whichever comes first.
 - B) **TIME LIMIT begins immediately at the conclusion of the pre-game 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) **A game will END IN A TIE if the game time limit has expired and the score is tied.**
 - F) The game will CONTINUE if the score is tied but the time limit has not expired (refer to rule #2).
 - G) **INJURY TIME: If an injury occurs, the game clock will stop immediately and begin at the discretion of the game official.**
2. **TIE-BREAKER/EXTRA INNING GAME WHEN TIME LIMIT HAS NOT EXPIRED:**
 - A) 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 is determined at the end of a complete inning or, until the time limit has expired.
3. **COURTESY RUNNER:**
 - A) **Courtesy runners will be allowed for one (1) male and one (1) female 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) **Males will run for males and females will run for females.**
 - C) **ANY PLAYER** in the line-up can be the **COURTESY RUNNER.**
 - D) **PENALTY: 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 markings 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. **NO GRACE PERIOD:**

Any team not able to start at the scheduled start time will **FORFEIT** the game.

6. **DEFENSIVE POSITIONING:**

- A) There are no restrictions regarding the defensive positioning of players on the field.
- B) **There must be 4 or 5 Males and 4, 5 or 6 Females (maximum 10 players) on the field at all times.**
- C) **At no time will more than 5 Males, or more than 6 Females, be allowed to play defense.**

7. **BATTING ORDER:**

The batting order will ALTERNATE the GENDERS regardless of the number of batters. **YOU MAY BAT AN UNEVEN NUMBER OF MALES & FEMALES, BUT THE GENDERS MUST ALTERNATE** (i.e. if you bat 5 Females & 10 Males, the females would bat 2 times for every Male's at bat). When keeping the scorebook, it is recommended to separate the genders, when writing the line-up, to prevent confusion.

8. **MINIMUM NUMBER OF PLAYERS NEEDED TO START A GAME:**

- A) **A team must have a minimum of eight (8) players to START and FINISH a game.**
- B) If **LESS than eight (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).

Note: **Rostered player(s) arriving AFTER the start of the game may be inserted into the line-up at the bottom of the order (an ANY TIME during the game).**

9. **WALK TO A MALE BATTER:**

- A) On a walk to a male batter, he receives first and second base.
- B) The next batter has the option of hitting or automatically receiving first base. She must decide before the first pitch is thrown to her.

10. **BATTING THE LINE-UP:**

Team(s) will be allowed to "**Bat their Line-up**" (more than 10 players) with any 10 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 of the same gender will hit.

11. **BALL REQUIREMENTS:**

- A) Each team must provide their own ball while on offense.
- B) Men: **12" ball** optic **YELLOW** cover w/USSSA or GSL & Pro M or Classic M logo.
- C) Women: **11" ball** optic **YELLOW** cover w/USSSA or GSL & Pro W or Classic W logo.
- D) Penalty for use of illegal ball; 1st time-Warning, 2nd time-Game forfeit.

12. **MERCY RULE:**

15 run Mercy Rule will be enforced after **six (6) complete innings**, 5½ innings if the Home team is ahead.

13. **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 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 15 runs, the new home team will bat. If they score enough runs in the bottom of the inning to exceed the 15 run rule, the game will be over. If not, the game will continue under this format.

14. **HOME RUN RULE for MEN: (over the fence only):**
- A) **Home runs hit by Women are Unlimited and DO NOT count against the limits below.**
 - B) *Home Run limits are posted on the backstop of each field in the case of a dispute.*
 - C) **LIONS PARK: ball that hits the fence net extension is IN PLAY.**
 - D) **“Progressive”** means once both teams reach the reached limits below, no team may be more than one (1) home run ahead of the opposing team.
 - E) Batter and runners do NOT have to touch the base they are advancing to and can go directly to the dugout without touching a base.
 - F) **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.**
 - G) **Penalty for exceeding the allowable home run limit will result in a SINGLE & base runner(s) will advance one (1) base** (do not have to be forced).
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| <i>Division 1</i> | 4 home runs + progressive |
| <i>Cross-over games D1 vs. D2</i> | 3 home runs + progressive |
| <i>Division 2</i> | 3 home runs + progressive |
| <i>Division 3</i> | 2 home runs + progressive |
| <i>Divisions 4 & 5</i> | 1 home run + progressive |
15. **3-2 COUNT/EXTRA FOUL BALL RULE:**
- A) Each batter will be allowed three (3) balls and two (2) strikes.
 - B) If the 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 1½ strikes will result in an **OUT** (base runners may advance on a caught foul ball).
16. **PITCHING REGULATIONS:**
- A) Pitching Height; The ball must be delivered with an **ARC** and at least **three (3) 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 six (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 game, pitchers will receive only 1 warm-up pitch.
Exception; new pitches will receive 3 warm-up pitches.
17. **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.
18. **NO ALCOHOL, ILLEGAL DRUGS OR SMOKING (including e-cigarettes):**
Participant(s) observed violating any of the above items on the field or in the dugout, will be warned and then ejected!
19. **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.**

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 (**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 Batter-Runner will be **CALLED OUT** if the orange portion is NOT USED.
- C) 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**).
- D) Umpires judgment is FINAL and cannot be appealed.
- E) **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. **DUG-OUT RULE:**

- A) Only players, coaches and scorekeepers listed on the team roster are allowed in the dug-out.
- B) Only 1 on-deck batter and two base coaches are allowed out of the dugout.
- C) If the umpire has to stop the game because players are out of the dugout, he/she will warn the coach and then start ejecting players.
- D) No spectators or non-rostered players allowed.**

22. **SHOES/CLEATS:**

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

23. **PROTESTED GAME:**

- A) Protest CANNOT be filed for judgment calls. Examples include: whether a 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.

C) **REASON FOR PROTEST**

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

ACTION TO BE TAKEN

Contact League Director within 48 the completion of the game.

- 2. **Rule interpretation during scheduled 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.

24. **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) Players 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 listed.
- C) **Coach who knowingly list an incorrect name on a lineup is grounds for a 1 YEAR SUSPENSION from participating and a LIFETIME BAN from COACHING.**