

CEDAR CITY RECREATION ADULT SOFTBALL RULES



Leagues:

1. Cedar City Recreation offer A & B leagues in the Adult Softball Program. The definition for these leagues is as follows:

A League – competitive league, teams can have unlimited experienced/ tournament players.

B League – recreational league. No players that regularly participate in sanctioned softball tournaments can participate in this league.

2. The team that wins the B league tournament will be required to register in the A league the following season.

These are guidelines for placing teams in the level of play that is best for the league and team. Considerations will be made, by the sports and recreation manager as to teams that may need an allowance to play down or required to play up, because of prior season performances and placed in a league where they are best fit.

Team Names:

Cedar 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 disallow any team name that we feel may be unacceptable due to a racial, religious, sexual, or is otherwise degrading in nature. We ask that all team names, upon submittal, 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 deem 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:

Offenses to eligibility/roster rules will be a forfeiture of the game and a two-game suspension of participant involved and the team manager.

1. No player can play in a game without first signing the roster.
2. All players must be at least sixteen (16) by the first schedule league game. A parent will need to sign the team roster for anyone under 18 years old.
3. Players may play on only one (1) team each night and may not transfer rosters from one team to another with in the same night.
4. Team rosters will be provided for each team at the field on the night of your first game, all participants must sign the roster before the first game can begin.
5. It is the team managers responsible to ask the field supervisor to see the team roster periodically and verify that it is up to date.
6. Additions to a team roster must be signed prior to playing in that game.

7. All league rosters will be frozen on the night of play the week indicated on the schedule. No players will be added to the roster after the frozen date.
8. To be eligible to play in the tournament the participant must be on the roster and have played in one game by the freeze date.
9. The participant whose name is listed on the roster must sign the roster; a teammate cannot sign for another teammate.
10. A player may not play in a game under an "assumed" name.
11. Umpires, field supervisors, or the recreation manager will enforce eligibility penalties at the time it is reported or found out, even if the infraction occurred in previous games/weeks.

Umpires/Field Supervisors:

1. All games will be officiated by umpires that are employees of Cedar City Recreation
2. We abide by Official USSSA rules, they are available online at www.USSSA.com
3. Mats behind home plate will be used to determine the strike zone, A strike will be call if the pitch lands on the mat or home plate, if the pitch follows the pitch height requirements.
4. All issues, suggestion or complaints will need to be addressed with the field supervisor.

Game:

1. Line ups need to be submitted to the umpire 10 minutes before game time.
2. The umpire will keep score on the scoreboard and on a score card. The home team has the option of keeping an official score card for discrepancy's or protests.
3. Home Team will be listed first on the schedule.
4. Games will consist of seven (7) innings or timed with new inning will begin after fifty-five (55) minutes have been played. Time begins when umpire tells the team to take the field.
5. RUN RULE FOR SEASON PLAY ONLY: if a team is up by 15 points, with 10 minutes or less left on the clock, the game will be call at the end of the inning.
6. The first game of the night will have ten (10) minute grace period before forfeit is considered. The game clock will be started at scheduled game time.
7. Game time, will be kept on the scoreboard clock.
8. Teams may play with as few as eight (8) players, but there will be an automatic out for every player less than ten (10) players. The outs must be taken in the last spots of the batting line up. (example with 8 players the outs will be in the #9 & #10 batting spots in the lineup.)
9. Each league will play "one up" home run rule. In which if a team hits a homerun that team cannot hit another home run until the opposing team hits a home run, penalty for doing so results in an out. Female homeruns are counted in this rule.
10. When a player hits a homerun, that player is required to touch 1st base and then go retrieve the ball. If there are players remaining on base, those players will immediately clear the bases without touching home plate. The only exception is if it is hit in a game winning situation, the winning run must cross home plate.
11. Pitch count starts with one (1) ball, one (1) strike.
12. Foul Ball Rule - if a foul ball is hit after the batter has a count of two strikes the batter is out. (keep in mind you start with one strike) for example: 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.

13. A commitment line will be drawn just past 3rd base. Once you pass this line YOU MUST advance home. All plays at home are a force out situation.
14. There are two (2) home plates. All runners must touch the back or safety home plate for a run to be counted.
15. 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 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 move deliberately the umpire will call obstruction.
16. You may play ten (10) in the field, and bat unlimited players. This does not mean one-person bats and another plays the field and never bats. There are NO designated hitters in slow pitch softball. Every player that bats must also play in the field.
17. If a player is unable to complete a game for any reason (I.e.: injury, other commitments) if there are still 10 players remaining in the game, an out will not be taken for the player that is unable to complete the game. If the team is left with less than 10 players in this situation, an automatic out will be taken in the lineup where the 10th player was listed.
18. You may use one courtesy runner per inning.
19. Tied Games - For season play if a game is tied at the end of the 7innings or 55 minutes, one (1) full extra inning will be played, after the extra inning if the game is still tied, it will remain in a tie.

Co-ed Rules:

1. Alternating batting order (M, F, M, F)
2. Two (2) of each sex in the outfield and three (3) of each sex in the infield (including pitcher and catcher 1 of each sex.)
3. If 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 girls chooses to hit.
4. Teams may start with eight (8) players. An out will be taken in the lineup for each player missing under 10 players. Each team plays with an equal number of male and female players if they have 8 or 10 playing, if they have 9 playing they can play 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 number of males and females. Example if a team has 11 players, 6 males and 5 females, the 6th male may sub in the lineup into another male's spot to play offensively. Defense is free substitutions.
5. For all Co-ed games, a 12-inch ball will be used.
6. A line (225 ft.) in the outfield will be drawn. The defense must stay behind this line when a female batter is up to bat, until contact is made. This will also be the female home run line. If a female hits a ball in the air past this line it will be call a home run. Even if the defensive player catches the ball.
7. Infield players must position themselves on the infield dirt in front of the cones when playing at the Fields at the Hills and a female hitter is up to bat.

Tournament:

1. Home Team for TOURNAMENT will be the undefeated team with the highest seed. Home team for "If Game" will be determined by coin flip.
2. RUN RULE FOR TOURNAMENT: Fifteen (15) runs after three (3) innings. Ten (10) runs after five (5) innings.
3. Championship game will be will be a full 7 innings. The" if game" will be timed.
4. Tied Games – For tournament play if a game is tied at the end of 7inning or 55 minutes, extra inning will be played until there is a winner declared.
5. Dates and Times for Tournament Play for each league will be determined after registration closes. The Tournament may be played on any week nights or week- end depending on facility and staff availability

Equipment:

1. We will give each team balls for their seasons use. These balls will need to last the entire regular season of play. 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 for their pitcher. All pitchers are required to wear the safety mask.
5. All equipment must be kept of the playing field. The game play will not continue until all equipment is off the playing field, if asked to remove equipment by umpire you have two minutes to do so or a game forfeiture will be called.

Protests and 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.
2. Any protest must be made by the coach/manager to the umpire immediately after the alleged infraction and before the next pitch. The supervisor and umpire will decide on the protest immediately. Protests will not be considered on a decision involving an umpire's judgment call.
3. If a team suspects that any other team in the league has broken an "ELEGIBILITY RULE" please have the team manager report it to the supervisor immediately. If you wait till the game is the game is almost over it is hard for the supervisor gather the information needed to act on the reported incident.

Postponed Games:

1. Inclement weather: Games may be called prior to play or during play due rain or lightning at the Field Supervisors discretion.
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 cancelled 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 scored against the teams tied, head to head.
3. Runs scored against teams tied by highest seeded team.
4. If still tied, a coin flip will determine results.