

**CITY OF CLEBURNE
PARKS AND RECREATION DEPARTMENT
SOFTBALL RULES AND REGULATIONS**

Revised: January 1, 2019

All League Games will be played in accordance with the current United States Specialty Sports Association (USSSA) Official Slow Pitch Playing Rules:

1. Eligibility

- a. All team fees **MUST** be paid by the posted deadline. Payments can be made in person at Booker T. Washington Recreation Center located at 100 Mansfield Road, Cleburne, Texas 76031. Cash, check or money order payable to the City of Cleburne will be accepted.
- b. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play. All participants 16 and 17 year old must have a parental release form obtained from the Cleburne Parks Department or available online at www.Cleburne.net. Please contact us at 817-556-8858 or 817-645-0949. COACHES are responsible for their rosters to match the players' identity. All players must carry a current picture identification with them at all times during all league games.
- c. Players will be allowed to play on more than one team during a season, but cannot play on more than one team in the same league.

2. Rosters

- a. Each team will be allowed a maximum of twenty (20) players, including playing coaches.
- b. All teams must submit a complete roster form with the players' name, phone number, address, city, zip code, DL# and the player's signature. All forms must be turned in 10- minutes prior to your first scheduled game. This roster will also serve as the liability waiver for the City of Cleburne.
- c. Each team may add/drop players during the season until your fourth scheduled game.

3. Equipment/Uniforms

- a. All players on each team should wear like colored jerseys/shirts, which have a permanently affixed, non- duplicating number on the back. There will be a one game "grace period" for all teams to obtain their jerseys. After this "grace period", players not attired as described above will NOT be allowed to participate.
- b. Shoes: No steel cleats will be allowed.
- c. Each team must provide one (1) acceptable softball per game:
 1. COED Monday night – Gold dot for men; Green dot for women
 2. Men's Tuesday night – Non-competitive – Gold dot
 3. Men's Wednesday night – Competitive - Blue dot
 4. Each team must provide their own balls during league play.
- d. Umpires may ban any equipment that they deem as unsafe or illegal.
- e. Umpires at their discretion may remove a suspected altered or illegal bat from play as stated in Rule 7, Sec. 2B of the USSSA 2011 rulebook.
- f. Jewelry – Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. NOTE: Players **MUST** remove jewelry if judged dangerous.
- g. Bats must be played with 2012 or newer with the new thumbprint

4. Playing Rules

- a. A complete Line-up must be turned in to the Umpire at least ten (10) minutes prior to game time. Line- ups **MUST include last name, first name and jersey number.**
- b. Each team manager should initial the game report after each game. This will ensure that all records are correct and have been accepted by BOTH team managers. Failure to initial the game report will be an indication that the team manager has **ACCEPTED** the game report and

has forfeited his/her right to a review. League standings will be based on game and staff reports.

- c. An official game will consist of fifty-five 55 minutes, seven (7) innings or the “Run Rule” whichever comes first. For Rain Out procedures on official game time refer to Article VIII, Section 1.
- d. **“Run Rule”**: 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings, depending on the status of the home team.
- e. **“Flip Flop”** rule will be used in all games. In the inning when the Run Rule for that particular program is exceeded and the Home Team is losing, the Home Team will remain at bat and become the Visiting Team. If the Team does not score enough runs to reduce the run difference below the Run Rule then the game is over.
- f. If game is tied at the end of regulation, go to a one pitch, no foul.
- g. No free foul
- h. **Home Run Limits**;
 - 1. Coed – 1 home run – all others will be singles with base advance
 - 2. Men’s Non-competitive – 1 then, 1--1 up and outs until then
 - 3. Men’s Competitive – 3 then, 1 – 1 up and outs until then
- i. **Blood Rule**: A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire’s judgment. Uniform rule violations will not be enforced if a uniform change is required.
- j. The Umpire Shall:
 - 1. Stop the game and allow treatment if the injured person would affect the continuation of play.
 - 2. Immediately call a coach, trainer or other “authorized persons” to the injured player.
 - 3. Apply the rules of the game regarding substitution, re-entry and short-handed player if necessary.
- k. Any of the starting players may be withdrawn and re-enter once provided such player occupies the same batting position, whenever he/she is in the lineup.
- l. Game time is forfeit time.
- m. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of the entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
- n. If a team receives a forfeit, they will have use of the field for practice for 45 minutes. **Umpires will NOT umpire for forfeits.**
- o. In the interest of safety for players and children, all teams are asked to stay out of the entrance of the dug out on the playing field at all times. No person under the age of sixteen (16) will be allowed on the playing field at any time during the game.
- p. **Halo Rule**: Line drive back at the pitcher will be a dead ball out. Area is from knees to reach from center of pitching plate and at the umpire’s discretion.
- q. **Co-ed Playing Rules**
 - 1. Five (5) men and five (5) women must be in the line-up at all times
 - 2. Offensive teams must alternate the batting line-up according to gender. If a player leaves the game for any reason, their substitute must be of the same gender.
 - 3. Any walk to a male batter will result in a two base award. The man **MUST** touch first base then go to second base. The next batter (a female) has the option to walk or bat.
- r. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
- s. The Parks and Recreation Department reserves the right to add, delete, or amend its rules, regulations, policies for the betterment of the program.

5. **Field Conditions**

In the case of inclement weather, the playability of game fields will be determined by 3:00 p.m. each day. **ONLY head coaches should call 817-645-0949 AFTER 3:00 p.m. for information.** It is the head coach's responsibility to notify his/her players regarding field playability.

6. **Rain-Out Procedures**

Rainouts will be made up on regular league play nights when possible. A game is considered official if it is called after 4 innings or 3 ½ innings if the home team is ahead.

7. **Tie-Breaker Procedures**

In case of a tie for positions at the conclusion of the season, the following tiebreaker procedure will be used to determine places:

- A. Head-to-Head result(s) between teams tied.
- B. If teams split in head-to-head games, runs scored in those games will be used.
- C. If teams are still tied, run scored in ALL league games for the teams tied will be used.
- D. After the first place team has been determined, revert to #1 above to determine second place from the remaining tied teams.

8. **Conduct/Discipline – Zero Tolerance**

- A. City of Cleburne Ordinance states, "It shall be unlawful for any person to possess or consume alcoholic beverages in the public park of the City."
- B. Smoking will not be allowed on the fields.
- C. Zero Tolerance – If a player is ejected from the game, it is the coach's responsibility to get that player off the field and OUT of the park.
- D. Any player, coach and manager ejected from any league game will be suspended for a minimum of (2) two league games.
- E. Player, coaches and managers who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
- F. Each team manager will be held responsible for the conduct of his/her fans/spectators.

9. **Protests**

MUST be filed in the following manner:

- A. Must be filed before the game is over.
- B. Notify the home plate umpire and give the details of your protest.
- C. See that the umpire notifies the Umpire in Charge (UIC) and Facility Supervisor that the protest is recorded in the official scorebook as well as the Game Administration Report.
- D. On the first regular business day following the protested game, the team manager must submit protest in writing to the Parks and Recreation Department Recreation Offices along with a \$25.00 Protest Fee. Make checks payable to "City of Cleburne". If the protest is upheld, the fee will be refunded.
- E. Judgment calls are NOT a basis for protests.
- F. Rule interpretation protest must be filed before the next pitch.
- G. Player eligibility protests must be filed in the first inning or first point of entry.