



Adult Softball Leagues will be governed by 2024 USSSA Rules with some modifications. Official USSSA rules are at: <http://ussa.com/slowpitch/slowpitch-rules-and-legal-info>

- 1. ROSTERS/WAIVER**—May not exceed 20 players for Men's teams, 25 players for COED (used 2<sup>nd</sup> roster sheet) and must be turned in to the Recreation Office by your first game **OR** to your scorekeeper at your first game. List ALL potential players and they can sign at their first game. Roster changes can be made at the field with your scorekeeper **prior to game time (if using the player same night)** or you may call the office (801.568.2900). All players must sign the roster/waiver to be eligible to participate. Players may not play for more than one team in the same league. Roster changes can be made through league play; however, players may not be added for tournament games. **All players must be 18 or older.** The coach is responsible to make sure all the above is done. All rosters and line up cards need to be legible, listing first and last names (no nicknames). **Tournament game players will need to have been on the roster for at least 25% of the games in regular season.**
- 2. DUG OUT AREA – Rule 5 Sec 9 pg. 33** The Coaches/umpires shall not allow anyone other than a Participant, Manager, Coach, Trainer, or Sponsor to be in the dugout, bench, or the field of play during the games and they must be at least 18 years of age. **Rule 5 Sec. 10:D pg. 34** states that players/coaches should not be on the playing field unless they are a batter, base runner, on deck batter, a coach in the coach's box, or one of the 10 players on defense. Bats not being used by current batter and on deck batter should be in the dugout. **Bat boys/girls under the age 18 are not allowed on the field or in the dugout.**
- 3. GAME TIME/LENGTH** – Games will be 7 innings with **NO NEW INNING** to begin after 55 minutes. However, to keep games on schedule, if either team is leading by 15 at the end of 55 minutes, the game ends as is. This means no last ups for home team, no flip flop rule, or other run rules.

**If the game is tied at the end of regulation (7 innings or time expired) the next full inning will use the following tie breaker rule: the last out becomes a runner on 2<sup>nd</sup> base. Both teams do this and if the game is still tied, it will be posted as a TIE.**

- 4. SHORT HANDED RULE AT GAME TIME** – A maximum of ten-minute grace time will be allowed to get 7 players for any games. **However, game time will be start time.** You must have seven (7) players to start and finish the game and use the automatic out(s) anywhere in the batting order. Auto outs will only be used the first time through the lineup for men's leagues. For COED, if you are short men, the auto out is only one time through the lineup. If you are short women, the auto out is every time through the lineup. As soon as the 8th-12th player(s) arrive they may be inserted in the game and allowed to play the remainder of the game. A player replacing the next auto out, must be present before the batter (before the auto out) steps into the batter's box. The player will need to check in with the scorekeeper so they can inform the teams the auto out has been replaced. Any team that starts a game with 8-12 players may drop to the minimum of seven players to finish the game. While playing shorthanded, all vacant spot(s) in the line-up (up to 10) will be declared an out every time that line up position is due to bat. The ejected players team may continue to play shorthanded or use a legal substitute. If poor sportsmanship and/or another ejection occur during the same game and there is no legal sub to replace the ejected player, that team will forfeit the game. The ejected player is not eligible to participate in the next scheduled and played game. If a team starts with 8-10 players, they are not allowed to add the 11<sup>th</sup> or 12<sup>th</sup> player later. **Both men's and coed leagues can bat 12 players. Note:** a regular team consists of 10 players.
- 5. UNIFORMS** – Matching shirts with numbers are recommended, but not required.
- 6. SHOES and PROTECTIVE GEAR: Metal cleats are prohibited.** Protective gear: any player may wear a mask, batting helmet, or any protective equipment that they deem appropriate.
- 7. EQUIPMENT:** We will be using the **Safety Base** at first base. Bases are at 65'. Softballs – we will be using the Classic M (12") and Classic W (11"). **ALL bats must have THE 1.20 BPF or less rating or the NEW USSSA logo.**

**Note:** For a listing of legal bats, go to [www.ussa.com](http://www.ussa.com). **USSSA BAT LOGO IS:**



- 8. RAIN MAKE UPS & RAIN OUTS** **There is no Rainout Hotline anymore.** All rainouts will be announced via email through Team Sideline. After Team Sideline is updated, it is the Site Supervisor's responsibility to call the game at the field in case of further weather conditions including lightning or poor field conditions. Make ups will be worked into the schedule, extend the season, or we could play on Saturdays. If a game in progress is called because of inclement weather or darkness, the game shall be called a completed game if 4 1/2 innings have been played and the home team is ahead. Otherwise, the game will be **suspended**, rescheduled and play will continue at the point at which the game was called. If your team

cannot play on a certain make-up date please notify Sandy City Recreation, we will try to meet your needs. Team captains will be notified, and we will try to give at least one weeks' notice. Otherwise, rain make ups will be played as scheduled.

9. **HOME RUN (HR) RULE** – We will be using the One up HR rule in Men's Mid, Lower, and all Coed leagues, the D leagues or combine D/E leagues will use a two up HR rule for the **ENTIRE** game. Use the following explanation as example. A team can only hit one more HR than their opponent. Example: The first team to bat can hit one HR. They are now up by one run. They cannot hit another HR until the other team hits at least one. The next team to bat can now hit one HR to get even and then one more to go one up. Then, they cannot hit another HR until the other team hits at least one. Anyone on the team can hit a HR. **All HRs in excess of the limit will be ruled an OUT and no runners can advance.** The team who hits the HR or foul ball must go retrieve the softball. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over-the-fence homerun. To speed up play, on a home run the batter/runners are credited with a score and do not need to run the bases, just go directly to the dugout area. This eliminates base running appeals. (Rule 12, Sec. 2, pg. 61). **HOME TEAM CAN WIN THE GAME ON A HR THAT PUTS THEM EVEN OR ONE UP/TWO UP IN THE LAST INNING**
10. **RE-ENTRY** – is permitted in all leagues; any of the **starting** players may withdraw and re-enter once, provided such player occupies the same batting position whenever he/she is in the lineup. A sub who is withdrawn may not re-enter. Players replacing an auto out are considered a starter.
11. If a team **forfeits** more than 3 games, that team will not participate in the end of year tournament. **If a team is forfeiting, notify the office so we can contact staff and the opposing team.**
12. **COURTESY RUNNER** – Rule 8, Sec. 13 (page 50): **One courtesy runner per inning/per gender may be used.** If the same batter comes up again and gets on, they can use another courtesy runner. The courtesy runner must be the last male/female out. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out. In the Coed Program, any male player in the lineup can run for any male, and any female player in the lineup can run for any female. EFFECT Sec. 13. If a second courtesy runner of the inning, or one not from the lineup, enters the game, and the defensive team completes a proper appeal before the next pitch, illegal pitcher action, intentional walk, or before all fielders have left fair territory, the runner will be declared out.
13. **FOUL BALL RULE:** **All COED leagues will be granted a courtesy foul meaning they are allowed one courtesy foul ball if they have a strike on them. Men's leagues will not be allowed a courtesy foul and will be called out if they hit a foul ball with one strike on them.**
14. **ELECTRONIC EQUIPMENT: (Rule 2, Sec 14, pg. 17):** Due to safety concerns, at no time can a camera, audio or video device be worn or used by an umpire, player, or coach on the field of play. Any exception must be approved by the Executive Director or his designee.
15. **AWARDS & WINNERS** – 1st place team and 2<sup>nd</sup> place team. Awards may be adjusted according to the number of teams participating. Winners of the league will be determined by end of season tournament.
16. **PROTESTS** – Page 28-30 of the book states the proper procedure. **This must be followed.** A formal written protest must be received at the Recreation Office within 48 hours of game time, excluding weekends and holidays. A \$50 check must also be presented. If a protest is valid, the check will be returned. If a protest is not valid, the check will be cashed.
17. **NO ALCOHOLIC BEVERAGES ARE ALLOWED IN THE PARKS OR DUGOUTS.** *A Sandy City Park Ordinance 7-12-03 Prohibited Activities (g) Possessing or drinking any alcoholic beverage (at City facilities or Parks).* The team captain has the responsibility to remind your team members/spectators and to help enforce the ordinance while at the park.
18. **ILLEGAL PLAYER** – Players must be listed on the Official Roster to be a legal player on a given team. If the scorekeeper knows a team is using an illegal player(s), it is their responsibility to catch/stop the cheating. If the eligibility of a player is questioned, the following must be followed: At the time of protest/appeal (not requiring \$50), player in question may show picture I.D. which coincides with name on line-up and roster. **Players should have picture I.D. to each game for this purpose.** If player has no picture I.D., that player and a member of the opposing team must arrange a time (within 24 hours) to meet in the Recreation Office to prove eligibility. A no-show by the questioned player or ineligible the game will be a forfeit.
19. **INSURANCE**--Persons, Players or Spectators participating in activities sponsored by Sandy Parks & Recreation are not covered in any way for personal injury or property damage that may occur due to their participation. Team insurance information is available through the United States Specialty Sports Association. The filling out and signing of a Sandy City

accident form does in no way indicate assumed liability by the City but is standard procedure at all City operated facilities. This is only to verify that the accident has occurred.

20. **PITCHING RULE:** Pitcher may pitch from the pitching plate or from the pitching area, which is the width of the plate and up to 6 feet behind the pitcher's plate
21. **BLACK MAT** will be used for balls and strikes. If a legally pitched ball hits any part of the white home plate, it's a ball. If the ball or circumference of the ball hits any part of the black/mat, it's a strike. If ball hits white home plate and black mat at same time, it will be a **STRIKE**. To be considered a LEGAL PITCH, the pitch/ball must be released within five seconds after it is presented and shall not be delivered less than (5') and no more than (10') from the ground. See diagram below.
22. **SCORING LINE:** shall begin 1' from batter's box and extend eight feet. The scoring line shall be situated on the imaginary extension of the 1st base foul line. Runners must touch the scoring line or the ground over it before the catcher touches the WHITE HOME PLATE while holding and controlling the ball, either in their hand or glove. If the runner touches home plate, the black strike mat, goes in the batter's box or slides or dives headfirst, the runner is automatically out. The defensive team must always touch the WHITE home plate for the out. If there is an attempt by defensive team to tag the runner past the commitment line, the runner is automatically safe. Once a runner touches the ground past the commitment line, the runner must go home. See page 4 for diagram.
23. **PROTECTING THE PITCHER** – There are **NO** up the middle rules.
24. Take pride in your ball field and please help us by cleaning trash out of the dugouts and the bleacher areas after your game. Also, please use the **soft toss fence** provided at both Bicentennial and Crescent fields. No soft toss is allowed at Quarry Bend against any fences.
25. **COED SPECIFIC RULES:**
  - a. **Male and female players must alternate in the batting line up.** When an Additional Hitter (AH) is used, a male and female AH must be used or take the automatic out. If a team is batting 10-12 players, the batting order must remain constant. However, any 5 males and any 5 females must play defense. The offensive & defensive male/female ratio may not be more than a difference of one unless the difference is more women than men. **Example: 6 women/4 men is okay, 5 men/4 women is okay, 6 men/4 women is NOT okay.**
  - b. **No restrictions will be placed on the defensive position of the male and female players.** If a visible arc is present in the outfield, the outfield players must stay behind the arc until the ball is hit by male or female batter. Clarification: Any defensive player (up to 4) who is on the grass must be behind the arc. The arc will be 60' from the bases. Penalty: A single and runners will advance when forced. Batter has option to decline penalty.

When a male batter receives a base (due to balls or intentional walk) he will be awarded first and second base with the next female batter having the option to walk or bat. In Coed Leagues where both the 12" and 11" balls are used, Females will hit the 11" ball and Males will hit the 12" ball.

