



Game Rules

1. The game clock will start at the scheduled game time. There will be a 5 min grace period before the game will be called a forfeit.
2. All games will have a 50-minute time limit, or 7 innings.
3. Line up Cards must be turned in to the umpire - (FIRST NAMES, LAST NAMES, and NUMBERS).
4. Games are played with 10 players in the field. Men’s leagues may start with 8 players, Mixed may start with 9 Players. Teams that start with 8 players must take an out in the 9th and 10th batting position. Teams must enter the 10th player when he/she arrives in the 10th batting position. Mixed must have five (5) women and four (4) men to begin the game.
5. All levels will be able to bat up to 12 batters. If mixed, batting order must alternate sexes. (if the situation arises where there must be the same sex batting back-to-back it must be women that bat back-to-back. If the same situation happens and a walk is issued to one of those women only the following woman may take the optional base.)
6. On any walk to a male batter (intentional or not), he will be awarded first and second bases. The female batter behind him has the option of walking or hitting.
7. All teams must have shirts matching with legal numbers on the back. (Must be on the same end of the color wheel)
8. SportsPark stamped softballs will be the only ones legal for play in our GPARD slow pitch leagues. Mixed must have (1) 11” (classic W) and (1) 12” (classic M) game ball per game. Stamp must be visible. (Two balls will be provided to each Men’s team as part of registration fee, one Men’s and one Women’s for each coed team. Additional balls will be for sale for \$7 per ball.
9. No steel/metal cleats.
10. In the event, extra innings are needed, or time expires, the batters will begin with a 3-2 count. One pitch only (This rule will only be used at the beginning of the next full inning).
11. Each team will be entitled to one (1) courtesy runner per inning. The runner must be the last possible out. In coed, it must be the same sex as the courtesy runner.

All Leagues Run Rule	Home Run Limit
20 runs/ 3 innings - Flip flop after 2 innings	See new home run rule below
15 runs/ 4 innings - Flip flop after 3 innings	
10 runs/ 5 innings - Flip flop after 4 innings	

Homeruns

1. GPARD will be using a one and one up home run rule. Teams will each be allowed one (1) homerun to start the game and will not be allotted another home run until the opposing team has also hit a home run. Once both teams have hit their first home runs, they will be allowed to hit a second. This process continues for the entire game. If another home run is hit by a team before the opposing team has matched with a home run of their own, it will count as an automatic out.
2. No home runs will be allowed on Orange Field at any time. Any homerun hit will result in an automatic out and ejection.

Roster & Waivers

1. Any player added after your roster is turned in, must sign a waiver and roster before being able to be a legal player.
2. Rosters will Lock after 4th week of the season. You cannot pick up anyone that is currently already on a roster in our league. A team may not have more than 20 people on their roster at any time.

Halo Rule

1. The “halo” will be an area that will extend two feet on each side of the pitching plate and six feet behind the pitching plate. This area will be clearly marked at the time of play.
2. The “halo” rule implies that any ball that is hit in the air that doesn’t touch the ground prior to reaching the front edge of the pitching plate and travels through the six foot by six-foot area will result in a: “DEAD BALL” - AUTOMATIC OUT.
3. Any ball that is hit through the halo area and hits the pitcher, while they are occupying the halo area, will result in a: “DEAD BALL” - AUTOMATIC OUT- with an OFFENSIVE EJECTION
4. Any pitcher hit after there has already been a hit pitcher, will result in a FORFEIT for the offending team.
5. If there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot.
6. In the event the Parks and Recreation Department office is made aware of threats of players intentionally hitting through the halo, those players are subject to be called in and questioned and possibly face suspension from all league play. If in the umpire’s judgment a player has retaliated or been talking about hitting through the halo the result will be an automatic ejection and possible, league suspension.

Greenville Parks and Recreation Bat Policy

In the event the Greenville Parks & Recreation staff does a random bat check and finds a bat to show signs of alterations. The player/ person claiming the bat will have the following choices:

1. The owner/ or person claiming the bat will turn the bat over to The City of Greenville Parks & Recreation Staff to be destroyed or used as a training tool for our staff and umpires, and that player will be continued to allow to participate.
2. The owner/ person claiming the bat will have the option to have us send the bat in for testing, during which time the player will be suspended pending the test results which could take up to 6 months. At which time if it is found to be altered then you will be suspended for a time of two years from league play and all USSSA events.
3. The owner/ person claiming the bat that doesn’t want to turn the bat over, will then be suspended from league play and all USSSA events immediately for one calendar year from the date.

Here is the stamp that ALL BATS must have. (One or the other)

