

SEMINOLE COUNTY SOFTBALL COMPLEX RULES AND REGULATIONS

2026

Updated 1/2/2026

**USA SOFTBALL (USAS) Rules and Regulations shall govern all play where Seminole County Rules are not in place. **

TEAM REGULATIONS and ELIGIBILITY:

1. TEAM ROSTERS:

- A. Men's team rosters are limited to a maximum of eighteen (18) players. *Each men's and senior's team may have one female on their roster. CO-ED team rosters are limited to a maximum of twenty-two (22) players. Women's team rosters are limited to a maximum of eighteen (18) players. **Any roster over the maximum number of players must become compliant with league rules to be eligible for the playoffs. Teams will be able to add new players until the completion of the tenth (10th) game of their season.**
- B. Each team must submit a Team Player Waiver Release Form with all required information completed and signed by each player (Waiver Form will serve as the team's roster). **No player may play with any team until his/her waiver has been signed and filed with the park office.** [Captains: Bring waiver to 1st game and turn it in to the league desk. When new players are added have them report to the league desk to sign the waiver.] Players must be over 18 years of age or older to play.
- C. A player may only be on one team roster per night at Seminole County Softball Complex. Players may, however, play on as many nights as they desire. Failure to comply with this rule will result in the coach and player's ejection.

2. LEAGUE RULES: (ALL RULES ARE SUBJECT TO INTERPRETATION BY THE FACILITY MANAGER or HIS/HER AGENTS.)

- A. **Line-ups are to be turned into the scorekeepers on the 3rd floor no later than five (5) minutes before game time.** Line-ups are to include: **First & Last Names and Jersey Numbers.** Any player without a number on their jersey is not eligible to play.
- B. **Safety Screen:** The pitching screen is MANDATORY for all games. Pitchers must completely retreat behind the screen after they release the ball. Once the batter makes contact, pitchers can then make a play on the ball. Failure to completely retreat behind the screen will result in a warning from the umpire followed by removing the pitcher from the mound after repeated offense. If the pitcher makes contact with the batted ball without retreating behind the screen, **the batter will be awarded 1st base, or the offense can elect to let the outcome of the play stand.** The pitcher cannot adjust the screen's position after the initial setup before the half inning. **The pitching screen must cover, at minimum, 50% of the pitching rubber.** A batted ball that makes contact with the screen is considered a foul ball.
- C. In all leagues, seven (7) inning games are played unless stopped by the run rule, inclement weather, time limit or curfew. Four (4) complete innings are considered a complete game (or 3 1/2 if home team is winning) when rain or time limits are involved. Play may also end in the bottom of the (4th) inning if the home team is ahead. Games played beyond 4 complete innings ending due to inclement weather will be considered complete and **the final score will be taken from the previous complete inning.** Games not completed due to rain will be rescheduled. Coaches are responsible for checking the status of games. Visit www.teamsideline.com/scsc or call 407-665-7275 ext. 1 for updates.
- D. If the Lightning Detector sounds all play is immediately suspended. **All park patrons must leave the playing fields and bleachers and move to shelter.** Lightning Detector cancellations will be done on a game-by-game basis, not the entire night. **Games will be rescheduled, shortened, or play "One Pitch" according to weather stoppage rules.**
 - 1. **WEATHER STOPPAGE RULES:**
 - a. Games will automatically go to "One Pitch" if delayed by 30 minutes or more.
 - b. Extended delays will be handled at the discretion of league administration.
 - c. If the wind chill/temperatures drop below 32 degrees Fahrenheit, all games will be rescheduled.
- E. Games will be stopped by the **RUN RULE** if the following occurs:
 - 1. A team is ahead by 20 runs at any time after the first (1st) inning is completed.
 - 2. A team is ahead by 15 runs after playing four (4) innings.
 - 3. A team is ahead by 10 runs after playing five (5) innings.
- F. All games (including tournament games) will be stopped by **TIME LIMIT** in accordance with the following:
 - 1. No new inning will begin after One (1) hour for all league play, provided that 4 innings are completed (3 1/2 with home team leading).
- G. The USA "Tiebreaker rule" (USA Rule 5, Section 11) also applies to all SCSC games with the exception that the park's "One Pitch" rule will be used. (Kansas Tiebreaker) No tiebreaker will exceed three (3) innings.
- H. **Games are only rescheduled for inclement weather.** Games may be rescheduled on alternate nights or weekends. Requests by Managers and/or players cannot be honored. **Once a manager communicates a forfeit, the forfeit will stand.**
- I. **Game time is forfeit time.** A ten (10) minute grace period will be given for the start of the 6:30pm game only.
 - 1. We reserve the right to remove any team from the league after the second (2nd) no call, no show forfeit or for an excessive number of forfeits (Recreation Facility Manager's discretion).
- J. **Adding new players.** Teams may add new players to the roster until the tenth (10th) game of the season. All rosters will be locked once the tenth game is played. No player may be added to the roster for the post season tournament (unless prior approval from League Administration has been acquired). Players must have played a minimum of 2 games before the end of season tournament to be eligible.
- K. **SCSC Shorthanded Rule.** Teams will begin play with 8 players present at game time. The 9th and 10th players **ONLY** can be added at any time to the bottom of the lineup. All players must be on the team roster. Players are only eligible to play for **ONE TEAM** per night.

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1. EXCEPTION: Shorthanded teams (9 players or less) are allowed to pickup ONE player from a different field for their game. The player must be added to the bottom of the lineup and can **ONLY** play catcher. The player will only be eligible to play in ONE game for that team and **MUST** sign the team roster first as a designated pickup player. If the player is added to the lineup and does not sign the roster, their at-bat will be an automatic OUT. The player must be added to the roster as a designated pickup player no later than five (5) minutes before gametime. Otherwise, the pickup player will not be eligible to play and the team must begin the game shorthanded.

L. Extra Players (EP). (See USA Section 4 Rule C). Exceptions to this rule are as follows:

1. MEN'S D LEAGUE may bat Twelve (12) players on offense.
2. CO-ED LEAGUE may bat Fourteen (14) players on offense.

M. COURTESY RUNNERS: A team is allowed to use a courtesy runner **one (1) time per inning.**

1. A courtesy runner is officially in the game when reported to the plate umpire. (Male for male; female for female.)
2. Any eligible player on the official line up including available substitutes may be used as a courtesy runner.
3. A courtesy runner may not run for an existing courtesy runner.
4. A courtesy runner must not be on base when their turn comes in the batting line-up.
5. A batter/runner must reach first base before being replaced by a courtesy runner.
6. **Pitchers may have a courtesy runner after reaching base which does not apply to the courtesy runner per inning rule.**
7. A rabbit runner from home plate must ONLY be used in accordance to ADA guidelines. A doctor's note will qualify for the year and need to be updated annually. Park staff have the right to modify this rule at any point if deemed necessary.
8. For safety concerns, a runner at 1st or 3rd base can step off the base into foul territory towards the fence (once approved by the umpire). Once contact is made by the batter, the runner must touch their initial base before proceeding. Coaches need to appeal with umpire(s) if they believe the runner did not touch the base before proceeding to the next base (the runner would be called out if the initial base was not touched).

* Any violations of these rules will result in the courtesy runner being called out and removed from their base. In the case of #4, the courtesy runner will be called out, removed from their base and take their turn in the batting order.

** Players with disabilities or special needs may petition the league office for additional allowances if done prior to game time. Decisions will be made on a case-by-case basis.

N. HOMERUNS: All homerun limits are set per USA CODE. (MEN'S D=3, Women's = 2, CO-ED=2, Seniors = 4). For USA, any homeruns hit in addition to the limit will be ruled an "OUT". An inside the park home run does not apply to the Home Run Rule [The player is awarded four (4) bases].

1. **CHASE OR REPLACE:** It is the responsibility of the batting team to return any Homerun Ball back into play. The batting team must retrieve it or replace it from one of their reserves.

O. BASE DISTANCES: MEN'S D @ 70ft; CO-ED @ 70ft; SENIOR @ 70ft.

P. Stealing: Stealing is NOT ALLOWED in SCSC leagues.

Q. All games will be played with batters beginning with a 1-1 count and NO COURTESY FOUL.

R. BALLS: In all Leagues, the HOME team is responsible for providing 3 balls (in good condition) that are approved by the Umpire and USA. (300 .52 core – USA men and Co-Ed) (375 .44 core - Senior) (375 .44 core - Women's). Teams are not allowed to change balls mid-game.

S. Pitching Arc: USA Men – 6'10' USA Women – 4'10' USA Seniors – 6'12' USA Co-ed 6'10'

T. BATS: SCSL will enforce the USA and USSSA banned bat list. For an official listing of banned bats go to www.usasoftball.com (USSSA: usssa.com). **Umpires and League Administration have the authority to pull a bat for testing at any time and for any reason.** Players found to be using an illegal bat are subject to disciplinary action at the discretion of league officials. Any player using an **altered bat** will be ejected from their game and receives a one-year suspension from league play. Failure to submit the bat for testing may result in a two-year suspension from league play. **These penalties will apply to not only the primary owner of the bat, but also the team manager and any other player found to be using the bat during games. Once a bat is officially removed from play by either an umpire or league administration, that bat will no longer be eligible for SCSC league play.** Cones are allowed.

U. UNIFORMS: All players must wear a shirt with a number on the back. Any player not in uniform by the 2nd game will not be allowed to play.

V. CLEATS: No metal spiked shoes are allowed!

W. SOFT TOSS: Anyone taking batting practice by hitting a ball into the fences surrounding the fields may be asked to leave the park.

Repeated violations of this rule will lead to punishments up to and including suspension for the remainder of the season. **Players must stay out of the batter's box if they take batting practice before games.**

X. ILLEGAL PLAYERS: The game will be forfeited upon the discovery of any team using an ineligible player. All games in which the illegal player participated will be reviewed. The Scorekeeper is instructed to not enter ineligible players into the game. **All players must be able to produce a picture ID (Drivers License) upon request within 10 minutes in order to identify themselves if challenged by an**

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opposing coach, umpire or league official. Failure to do so will result in ejection from the game. Playing under an assumed name will be considered a **major** infraction that carries a minimum penalty of suspension for the player and the team manager for the remainder of the season and possible further action if deemed necessary by the Recreation Facility Manager.

Y. EJECTIONS: Any player ejected from a game cannot participate in the remainder of that game and must serve at least an additional one (1) game suspension (rainout or postponed games do not count towards the 1 game suspension). Additional game suspensions or other penalties may be given as deemed necessary by the Recreation Facility Manager. Ejected players must leave the park immediately following their ejection. Failure to do so may result in the team's forfeiture.

1. If a player is ejected and the team does not have a player to replace him/her, the team will take an automatic out in the ejected player's spot in the batting order. If there is an eligible substitute for the ejected player, they may assume that spot in the batting order with no penalty.
2. **PROFANITY:** If in the judgment of the Umpire or Seminole County Staff any player, manager or spectator is using abusive, profane or inappropriate language, the offending person shall face game disqualification or ejection from the game and/or facility depending on severity of the offense.
3. **BALLS AND STRIKES:** Players will receive a warning if they argue balls and strikes with the umpire during the game. Multiple warnings (2) will result the pitcher being removed from the mound OR in an ejection. Further discipline may be administered at the discretion of league administration.

Z. PROTESTS: The protest must be declared to the umpire before the next pitch in the game. A manager or assistant manager must file a written protest within 24 hours after a protested game.

3. SEASON-ENDING TOURNAMENT

- A. At the conclusion of regular league games, there will be a season-ending tournament for the top four (4) finishing teams in each league (if time permits).
- B. The No. 1 seed will receive championship T-shirts. T-shirts will be limited to a maximum of eighteen (18) per team.
- C. The home team will always be the higher seed of the two teams playing.
- D. **The park will provide 1 new and 1 used ball per game. Any additional balls needed will be provided by the teams.**
- E. In the case of ties, the following tiebreakers will be used (shown in order of importance):
 1. Winning Percentage
 2. Head-To-Head Record
 3. Head-To-Head Run Differential
 4. Overall Run Differential
 5. Coin Toss
- F. All league rules apply to tournament games.
- G. The clock for the championship game will be set to 70 minutes (subject to change based on weather conditions).

4. CO-ED LEAGUE RULES

All Co-Ed leagues will follow the USA championship rules with the following exceptions:

- A. A two-hundred-foot line is placed in the outfield. All outfielders must stay behind this line until the offensive team hits the ball. The outfielders cannot make a play at first base. PENALTY - an automatic double for the batter/runner, unless the team on offense chooses to let the result of the play stand. This is a delayed dead ball situation. This rule is non-gender specific.
- B. Men will hit a 12-inch ball (.52/300) and women will have the option to hit an 11-inch ball (.44/375) or 12-inch ball (.52/300).
- C. Co-Ed team rosters will be limited to a maximum of 22 players. Co-Ed teams should have 10 players on the field but may start play with nine (9) legal players: minimum three (3) females. An automatic out will be awarded each time the missing fourth female (i.e. 10th batter's) turn at bat is due. When a male is walked with less than (2) outs, the female must bat. When a male is walked with two outs the female has the option of walking or taking their turn at bat. Play beginning with 10 legal players may continue if a female is injured under the shorthand rule. A team may bat more females than males.
- D. Batting Lineup – Nowhere in the batting line up may more than two (2) men bat back-to-back.
- E. A maximum of 5 runs will be allowed in innings 1-4. The 5th inning and all the following innings will be OPEN. All SCSC run rules apply.
- F. Fielding – There must be at least two (2) female players on the infield and two (2) female players in the outfield. [Unless playing shorthanded]. Please refer to Co-ed "cheat sheet."
- G. The following positions will be considered valid for the infield requirement: Pitcher, First, Second, Third, and Shortstop. The catcher will not be considered an infield position to fulfill the required 2 female infield positions.
- H. When a Co-ed team is playing shorthanded the team will be allowed to play with only 1 Female outfielder.

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- I. Please refer to the Co-Ed Appendix for further clarification.

5. SENIOR LEAGUE RULES

- A. The Senior League will use USA-certified senior (375 .44 core) softballs (Tattoo & Rock softballs are not allowed).
- B. Senior Bats are eligible (any bat deemed unsafe by park staff/umpires will be taken out of play).
- C. Senior league team batting order may bat a maximum of **FOURTEEN (14)** players.
- D. A score line will be used in substitution of the auxiliary home plate. A runner must cross the score line before any force play at home to be ruled safe. A runner may not retreat to 3rd base after crossing the commitment line (70' bases – 30' commitment line). **A runner who crosses through the batter's box instead of the score line will be called OUT.**
- E. Unlimited courtesy runners are allowed (a player can be a courtesy runner **ONCE** per inning).
 1. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning (must be appealed to the umpire before the next pitch resulting in the illegal courtesy runner being called OUT).
- F. **A maximum of 5 runs will be allowed in innings 1-4. The 5th inning and all the following innings will be OPEN. All SCSC run rules apply.**
- G. A rabbit runner will be allowed according to ADA runner guidelines. ADA players must have a doctor's note on file prior to game time to be eligible. **Please see ADA Guidelines for more information.**
 1. The rabbit runner can take up to 2 bases on a hit to the outfield and only able to advance further on an overthrow or 2nd play.
 2. The rabbit runner must stand a minimum of 5 feet away from the batter's box.
- H. On the first foul ball after two (2) strikes, the batter is out. **No courtesy foul.**
- I. Games will be stopped by **TIME LIMIT** in accordance with the following rules:
 1. No new inning will begin after one (1) hour for all league play, provided that 4 innings are completed.
- J. The USA "Tiebreaker rule" also applies to all SCSC games with the exception that the park's "One Pitch" Rule will be used. (Kansas Tiebreaker) No tiebreaker will exceed three (3) innings.
- K. Games will be stopped by the **RUN RULE** if the following occurs:
 1. A team is ahead by 20 runs at any time after the first (1st) inning is completed.
 2. A team is ahead by 15 runs after playing four (4) innings.
 3. **A team is ahead by 10 runs after playing 5 innings.**
- L. There will be a 4 home run limit per game. Any homeruns hit in addition to the limit will be ruled "OUT."
- M. Senior teams are allowed three (3) designated 45+ players on their roster.

- The Recreation Facility Manager and his/her designee(s) will have the authority to take any action or make any decision which is in the best interest of the league.

Leisure Services Department