



ADULT SLOW PITCH SOFTBALL LEAGUE

LOCAL RULES AND REGULATIONS

1. The rules and regulations as set forth in this document shall be strictly adhered to and supersede rules from all other sources in the specific areas with which they are concerned.
2. All areas not specifically covered in these rules and regulations are subject to the **United States Softball Association (USA) playing rules. If it is not called out in this document refer to the USA rule book.**
3. The USA Softball of Texas District 25 shall enforce the rules and regulations.
4. The USA Softball of Texas District 25 shall approve all umpires, scorekeepers, etc.
5. Any matter not covered in the rules and regulations shall be left to the discretion of USA Softball of Texas District 25.
6. The USA Softball of Texas District 25 shall have the power to schedule or reschedule any games necessary to complete the season or playoffs.
7. The USA Softball of Texas District 25 shall have the power to rule on protested games and suspend players, coaches or managers for violations of rules, inciting fights, etc.
8. The USA Softball of Texas District 25 has the option to place teams in a loop that is competitively balanced. If a balanced loop is not available, a team may be refused entry into a league.

UMPIRES

1. All games are in the hands of the umpires and every player and team is required to respect their authority. Unsportsmanlike conduct, such as profanity or vile language, indulgence in alcoholic beverages during the game, or abusing, roughing up or fighting with the umpires or opponents will not be tolerated.

EQUIPMENT AND UNIFORMS

1. Each team will provide their own game balls. All teams must use game balls that have legible USA certification marks. Violation of this rule will result in an automatic out.
 - a. 52-300 balls for both men and women will be used.
 - b. In regards to an illegal ball being put into play, here is the ruling (We will use BATTER A & BATTER B):
 1. If an illegal ball is identified prior to a pitch being thrown to BATTER A, then the ball will just be replaced with a legal ball and Batter A will continue his/her at bat.
 2. If an illegal ball is identified after a pitch has been thrown to BATTER A or prior to the next pitch to BATTER B, then Batter A will receive an automatic out.

3. If an illegal ball is identified after a pitch has been thrown to Batter B, then Batter B will receive an automatic out.
2. Bats and other equipment used in all leagues (Exception: Seniors League), must conform to the equipment rules as stipulated in USA rules. Violation of this rule will result in an automatic ejection depending on if the bat/equipment is determined to be altered or illegal. Bats must have a clear ASA/USSSA stamp and any cones or tape must be secured.
3. Senior bats may only be used during Senior League. They are NOT to be used during Church, CoEd, Industrial or Open Men's League. It will be an automatic out if batter uses a senior bat during non-senior league.
4. Only masks, baseball caps or visors will be allowed to be worn on the playing field. No bandanas, wave caps, bucket caps, cowboy hats, do-rags or any other style of hat will be permitted per the USA rulebook.
5. All teams are requested to have the same type of uniform/jersey. Uniform colors should be the same and all uniforms should include numbers on the back of the shirt. In Co-Ed play, all men's and all women's uniforms should be identical in color. If a team plays with someone out of uniform, the game will be played as scheduled. No uniform protests are allowed.
6. Steel or metal spikes are not permitted.

LEAGUE RULES

1. There will be a 5 minute grace period allowed for 6:30 games only. Game times will be determined by "cell phone time". All games will start as scheduled. Games may be started early whenever the opportunity presents itself and both coaches of the teams playing agree.
2. Line-ups should be turned in to the official scorekeeper TEN MINUTES prior to the scheduled start time of the game to be played. Line-ups should include each player's first name, last name and jersey number.
3. Teams listed as HOME and VISITOR will be as posted on the web site.
4. No infield practice is permitted before or between games.
5. Men must use men's ball and women must use women's ball.
6. Each batter will start their respective at-bat with a 1 BALL AND 1 STRIKE COUNT.
7. All league games will consist of seven innings or 50 minute time limit – whichever comes first.
8. The run rule will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.
9. There is a maximum of 10 fielders in all divisions of play.
10. There will be NO stealing/lead-offs in any divisions.
11. Walks (Co-Ed only) – Walking a male sends him automatically to second base. With ANY number of OUTS, the female has the option to accept a walk to first base if the male in front of her walks. If a male bats behind a walked male, the second male must bat. He is not allowed to walk to the base.
12. HOME RUN LIMIT - Each loop will have its own limits and conditions as follows:
 - a. High Loop – 4 +1

- b. Medium Loop – 2 +1
 - c. Low Loop – 2
 - d. The first home run after the home run limit has been attained, will be declared an out. The second and further home runs will be inning ending.
 - e. You cannot end a game with time expired on a +1.
13. The “Hit and Sit” regulation will be put into effect for any home runs. The runner will not be required to circle the bases after hitting a home run. Any runners on base may also directly sit.
 14. If a game is called by the umpire, due to rain, lightning, etc..., 4 or more complete innings will be declared a complete game (unless a run rule has been enforced). If a game has not completed 4 innings the game will be rescheduled in its entirety at a later date.
 15. Once scores are posted online on (www.teamsideline.com/tyler), they will be final. (Unless an error has been made by USA Staff.)
 16. The Co-Ed Low 1 and Low 2 league will only use the Co-Ed Line this season. Co-Ed Medium and Co-Ed High will NOT use the Co-Ed Line. Seniors will use per their discretion.
 17. Infielders and outfielders are defined as follows:
 - A. Infielder: A fielder who defends the area of the field around first, second, third or shortstop areas and NOT on the grass.
 - B. Outfielder: A fielder who defends the area of the field that the left, left-center, right-center and right fielders normally play on the grass.
 18. Flip/Flop rule will be used for all leagues. In the inning when the Run Rule for that particular program is exceeded (20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5+ innings) and the home team is losing, the home team will remain at bat and become the visiting team. If the new visiting team does not score enough runs to reduce the run difference below the Run Rule the game is over. If they reduce the run difference to below the Run Rule then the new home team will bat. If they subsequently score enough runs to exceed the Run Rule, the game will be over. If they do not score the game will continue under that format. If the situation reverses, the teams would Flip/Flop again.
 19. Halo Rule will be enforced.

Halo Rule

1. All fields will now have a pitching screen.
2. If ball is hit anywhere on the screen, it will be foul, unless you have two outs already, then it is out. Does not matter if it bounces, rolls, or straight up the middle.
3. Pitcher may make a play for ball hit up the middle in front of screen, however if a pitcher makes a play for the ball and it hits the pitche, no out will be called. If the pitcher makes a play for the ball and it hits the screen, it is a LIVE ball, NOT a deadball out.

4. For high loop only (co-ed or mens) the teams may have option to use screen or not. If both teams want screen, screen will be used. If both teams do not want screen, screen will not be used and there will be no halo rule. If one team wants screen and one team does not, screen **WILL** be used.
5. However high loop starts the game, they will finish the game the same. They will not be allowed to add or remove screen once game has started. If a replacement pitcher comes in due to injury or any reason, and wants screen when it has not been used in game, the replacement pitcher will **NOT** be able to use screen. However game starts, is how game finishes.

PLAYERS, ROSTERS & FORFEITURES

1. Teams must have at least EIGHT PLAYERS to start and finish all games. Any team with less than eight players will forfeit the game. Any team that wins due to forfeit must have at least eight players present to get credit for the forfeit. If not, both teams will be credited with a forfeit loss. **DOUBLE FORFEITS WILL NOT BE REPLAYED.**
2. In Co-Ed, the absolute minimum number of players is 4 males and 4 females. If a team plays 8 players (4 males and 4 females), then the team will take an out in the 9th and 10th spot. If a team plays with 9 players (4 males and 5 females or vice versa), then the team will take an out in the 10th spot.
3. Teams have the option to bat an (EH) Extra Hitter in Men's and Women's League for a total of 11 and an extra Male & Female in Co-Ed for a total of 12. The lineup has to be even numbers (either 10 or 12 players) in Co-Ed. Seniors can have multiple EH batters depending on their roster.
4. If a game is forfeited, the affected teams may utilize the field for a practice game until the next game is ready to begin. If the last game of the evening is declared a forfeit, the park and use of lights will be discontinued.
5. Forfeiture of a game due to one team making a mockery of a game: The Plate Umpire shall have authority to make a decision on any situation not specifically covered in the USA rules. USA has placed a run rule in effect after the 3rd, 4th and 5th innings in order to keep the game in order. When a team chooses to humiliate or degrade the opposing team, a firm warning will be given immediately. If the mockery continues, the final score is recorded as a Forfeit Win 7 – 0 in favor of the team who was losing at the time the game was ruled a mockery. The game was not intended to be played in this manner and any teams caught in the act must be warned and penalized if the act continues.
6. Any team that forfeits three or more regular season games will be dropped from the league without refund and will not be allowed to participate in the next season's league.
7. Players are NOT allowed to play for more than one team in each division of play. I.E., if Joe plays for Team A in Men's Open, he cannot play for ANY OTHER MEN'S OPEN TEAM. Any team found in violation of this rule will automatically forfeit the game the ineligible player is participating in.

Player eligibility protests must be made before the last out of the first inning and documented on the scoresheet. Any player found in violation of this rule will be suspended from the park for two weeks. *Teams are allowed to "Pick-Up" players from other teams if both coaches agree to the "Pick-Up" in advance. This must be documented on the scoresheet before the game begins. No "High or Medium" male players may be "Picked-Up" by Low Loop teams.

8. All teams must submit a roster by the entry deadline. There are two roster forms required to participate in the league. One roster is posted on the website and is used to determine the team's placement in the appropriate league and player eligibility. The "Hard Copy" roster forms are the official rosters and are also available on the website under downloads. Before your team's first game, teams will acquire and fill out the "Official Roster and Indemnification Forms" from downloads on the web site. This roster is frozen for the first two games of the season. Scorekeepers and League Officials can also supply these roster forms at Lindsey Park. Any team that does not submit a roster when registering, will be placed in the "High Loop". Coaches will be responsible for keeping a signed "Hard Copy" of their team roster in his/her possession during all games. These rosters will be used to determine player eligibility during a contest. All players must sign the roster (a physical signature by each player). A player may be on the roster with the absence of a signature; however, the player must sign the roster prior to playing in any games. A player may transfer to another team during the season, if both coaches agree to the move and the player sits out two scheduled games before the transfer.
9. Players can only play in one division of Men's Open, Men's Industrial, Men's Church, Co-Ed Church and Co-Ed Open.
10. Anyone participating in a game must be on a team's official roster. Identification may be required to verify identity. Every player listed on the roster must sign the roster prior to the first pitch of the first game that they play in. You may be asked to pull your roster up to prove a player is on your roster.
11. The roster limit is 20 players. After two scheduled games, teams may add additional players. A player must be dropped from the roster in order to add an additional player, if the roster has 20 players listed.
12. Courtesy Runners will be allowed for all leagues following the once per inning per gender guidelines.

EJECTIONS, SUSPENSIONS & PROTESTS

1. Any player, coach or manager ejected from a game will automatically be suspended for a minimum of one game. The suspension will be served the next scheduled game(s) of the team he/she is ejected from and the individual is not allowed in the Park during the game(s).
2. In the event that a player is ejected, the player will be required to **leave the Park for the remainder of the night and may not return to the fields until after their suspension has been served**. The ejected player may not participate in **any league play on other teams until the suspension is served**. Depending on the severity of the cause of the suspension, USA Softball can determine the length of the suspension – this may include the following: shortening the length of the suspension, adding to the suspension or banning the individual from the league. All objections must be handled via a written protest by the individual who received the suspension.

3. Coaches are responsible for their team's & fan's behavior.
4. Protests must be made to the umpire and to the official scorekeeper by the end of the first inning. The umpire will notify the opponent's team manager at the time of appeal. Protests on ineligible players must be made before the start of the game. *If one team makes a protest in regards to an opposing team's roster/lineup, the protesting team itself must have a valid roster/lineup. A \$40.00 protest fee may be applied at the discretion of USA Softball of Texas.
5. Judgement calls cannot be protested.
6. If due to a player ejection, you are down 2 positions from your starting lineup – (11 down to 9 for example) Your team will automatically forfeit the game.

STANDINGS, LEAGUE & TOURNAMENT PRIZE PACKAGES

1. LEAGUE DETAILS: In the event of a tie between teams for any place at the end of the season of play, the TIEBREAKER will be applied in order as follows:
 - a. Head-to-head: If two teams are tied, then the tiebreaker will be the head-to-head competition.
 - b. Runs Allowed: If three or more teams, then the tiebreaker will be determined by runs allowed.
 - c. Runs Scored
2. League play will be used to determine seeding for the post season tournament.
3. The 1st and 2nd place teams in each division of play will receive a team trophy for placing in the league division.
4. The 1st place team in each division will receive 15 champion T-shirts.
5. If a post season tournament is held, it will be documented on the web site prior to completion of each season and rules and/or prizes will be determined at that point.

MISCELLANEOUS

1. USA Softball of Texas District 25 will determine usage of fields by teams during non-game times as they deem appropriate. Requests for practice times will be submitted via the process outlined on the web site and reserved fields will be listed on the web.
2. Music, Radios and Speakers will only be allowed if not too loud and only heard at team dugout. Music must be family friendly, not distracting and contain no vulgar language. If at any time umpires, other teams, or fans ask music to be turned off it must be turned off.
3. No communication devices such as cell phones, pagers, etc. are allowed on the playing field by players, coaches, - umpires are allowed to have cell phones on the playing field.
4. There will be no smoking or vaping or consumption of alcoholic beverages by players, coaches, managers and spectators on or near the playing field. Any individual who is smoking , vaping or consuming alcohol **within 50' of the fenced area (playing field and dugout)** is subject to be suspended from the complex for at least the remainder of the night.
5. No profane or vulgar language is allowed inside the complex.
6. No pets allowed in the gated area.