



CEDAR PARK PARKS & RECREATION DEPARTMENT **ADULT SOFTBALL RULES AND REGULATIONS**



The rules listed below and on the following pages are rules of the Cedar Park Parks & Recreation Department (PARD) softball leagues. Any playing rule not covered in the following rules will be covered by the playing rules of the U.S.A. Softball, also known as the United States of America Softball (U.S.A. Softball). The following rules are exceptions or clarifications of U.S.A. Softball playing rules. If there is a conflict between an U.S.A. Softball playing rule and a Cedar Park Parks and Recreation Department rule, the Cedar Park Parks and Recreation Department rule will supersede the U.S.A. Softball playing rule.

Rule changes made since the previous rules update (01/20/23) have been highlighted in yellow.

THE GAME

1. In the event of rain or light failure, if 45 minutes of playing time have been completed, the game will be considered a complete game. The score of a called regulation game of 45 minutes shall be the score at the end of the last completed inning.
2. In the event of rain or light failure and 4 ½ innings have been played and the home team is ahead this will be considered a complete game regardless of time. If games have not reached this point and 40 minutes have not been played, they will be replayed from the point of interruption. If lineups have been saved, then the teams will bat with the same lineup. The teams will be allowed to substitute for the players that are not available for the rescheduled completion. If the lineups have not been saved by the umpires, then teams may create a new lineup.
3. The Cedar Park rainout number is 512-401-5050. If games are rained out the rainout number will be updated by **3:30 p.m.** If the rainout number has not been updated with the current day/date, you should assume you are playing and the umpires will declare a field playable/unplayable. We will attempt to make-up of two weeks rained out games at minimum. If the season must end before all games have been played, teams will be credited a prorated amount per game not played towards a future registration.
4. **Forfeit Information:** We will have a maximum of a 10-minute rundown of game time from the start of game time. The team that is waiting for players will automatically be declared the visiting team. After the ten-minute grace period has elapsed and a team cannot field a team, a forfeit will be declared by the home plate umpire. Any team causing the game to start late because of not having at least nine players at game time will be assessed one out and their leadoff batter will be declared out. Any team causing the game to be delayed more than five minutes will be assessed three outs and their first three batters will be declared out. As a result of a team being more than five minutes late, the top half of the first inning will not be played and the team not having enough players will have zero runs scored recorded for their first inning.
 - A) If a team will be forfeiting their game in advance, they must give Cedar Park PARD a written email notice by 12:00pm the day of the game. If the team does not give this notice, there will be a \$25.00 fee that is charged to the team. This fee must be paid by the following game, or the team must forfeit the remainder of the games until the fee is paid. This is to eliminate opposing teams and/or staff showing up unnecessarily to play or work. If both teams do not show up and Cedar Park PARD has not been notified, both teams will take a loss.
 - B) Any team forfeiting two regularly scheduled games shall be subject to suspension from further league play. If a team calls in to forfeit a game, and that game is deemed unplayable (rain out, light failure, etc.), the forfeit will be nullified, and the game will be rescheduled.
5. No games shall be postponed, EXCEPT for death of a manager or player. Teams must notify the Cedar Park Athletic Program Manager if something such as a death has occurred.
6. **Time:** Slow pitch games will have a 50-minute time limit. The home plate umpire will start the clock when he/she says, "Home team take the field.". When an inning has started, the inning must be completed unless the home team is at bat and leading in runs scored. The umpire will be the official timekeeper and scorekeeper. Only teams that are keeping an official scorebook may question the score. If you think that an umpire has missed a score, you may inquire, but the umpire's opinion is final.

7. The home team and visiting team will be designated on the league schedule. The only exceptions to the scheduled home and visiting team designation on the schedule will be If one team has not turned in your lineup prior to game time, the team turning in a late lineup will automatically be placed as the visiting team. Also, any team that cannot field a team by game time will automatically be designated as the visiting team.

8. Starting the Game: Slow-pitch teams may start with nine players; the missing tenth player shall be placed in the tenth batting position and shall be an automatic out. If the tenth player arrives, he/she must assume the tenth batting position. Teams starting with ten players may finish with nine, but the missing player in the line-up shall be an automatic out. A team may start with eleven players in their line-up, with any ten playing defense. Team may finish with ten players, but the missing player in the line-up shall be an automatic out. A team may start with twelve players in their line-up with any ten playing defense. The team may finish with eleven players, but the missing player in the line-up shall be an automatic out.

9. THE RUNS AHEAD RULE will be in effect as follows:

If a team is 20 runs ahead after three innings, 15 runs ahead after four innings or 12 runs ahead after five innings the game will be considered complete at that time.

10. After time has expired or seven innings played, tied ball games shall go to one pitch play for a maximum of one inning. If no winner has been determined after the extra inning, the game will be recorded as a tie. All batters will assume a count of three balls and two strikes, with one foul ball allowed. (A foul ball in one pitch will be dead and the runners cannot advance on a catch). All other playing rules will remain in effect.

EQUIPMENT AND THE FIELD

11. Proper athletic shoes are required. No metal spikes, metal cleats, or bare feet will be permitted. Plastic or rubber cleats without a toe cleat will be allowed (for example, football cleats are not allowed). The umpire has the authority to make a declaration on any foot covering and their decision is final.

12. Illegal Bats:

- If a player uses an illegal bat as defined by the U.S.A. Softball guidelines the bat and the player will be removed from the game immediately. The U.S.A. Softball website (www.usasoftball.org) lists criteria for bats to be legal for play in U.S.A. Softball. Bats listed on the U.S.A. Softball non-approved bat list may not be used.
- The bat must bear either the, ASA 2000, ASA 2004, ASA 2013, or the new U.S.A. Softball Certification Mark.
- Post factory stickers holographic ASA stickers will not be acceptable. These bats have been tested post-production, and only bats with factory engraved ASA stamps are acceptable.
- If a player hits a ball, and upon inspection after the hit an umpire feels a dent, the bat will be removed from play. This applies even if the bat may have been dented on that hit.
- A bat that you can hear rattle will be removed from the game by the umpire. This is considered an altered bat.

13. GAME BALLS: Teams will be required to furnish the umpire with one playable ball and the umpire has the right to reject any ball considered to be unplayable. All teams must have an additional ball ready in case of foul balls to keep the game running.

(1) Approved softballs must be factory stamped with the U.S.A. Softball or A.S.A. licensed trademark for slow pitch league play. Final judgment left to the umpire. Umpires **MUST** be able to read the stamp!

(2) In any division of slow pitch, if the balls are different (restricted and non-restricted flight), teams will be required to hit the ball they furnish.

(3) Women will hit the 11" ball, in both women and co-ed leagues.

(4) Softballs not approved by U.S.A. Softball or ASA Softball are **NOT** allowed!

(5) It is the job of the pitcher to check that the softball is legal according to U.S.A. Softball playing rules, if a ball is thrown during the game. The pitcher must check the ball and if the pitcher questions if the ball is approved for play, the pitcher must request time and hand the ball to the umpire for verification.

(6) Eleven-inch softballs with a **COR of .52 and 300 lbs. compression will be required for female players to hit.** Twelve-inch softballs with a COR of .52 and 300 lbs. compression will be required for men to hit. **The women's 11" softballs now must comply with the current U.S.A. Softball playing rules.**

(7) All softballs used **MUST** be optic yellow in color.

14. Uniforms and helmets are not required for league play. **Pitchers are highly encouraged to wear protective equipment.**

15. Players are not allowed to wear jewelry while playing. Any hoop or loop earrings, exposed necklaces, and any watches and rings with any part of them raised from the base are not allowed. Only smooth band rings, necklaces mostly inside the shirt, and stud earrings are allowed. Fit-bits with protruding parts from the base or face are not allowed.

16. A double first base is used to avoid collisions and consequent injuries at first base. When the batter hits the ball and there is a play at first base, the batter/runner must touch the orange base or be ruled out by the umpire: the defensive player must touch only the white base. If there is no play at first base, (i.e. the batter hits a double or a clean base hit), the batter/runner can tag the white OR orange base and continue running to second base. Any runner reaching or passing first base will only use the white base after doing so. Clarification: On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or orange portion; this includes overthrows.

17. Since 2013, the length between each base is 70 feet for all leagues. U.S.A. Softball has implemented this change to bring more defense to the game and all Cedar Park leagues will use the 70-foot length for all classifications.

WARNING: Base manufacturers advise that sliding into a softball base represents a clear and present danger. A poorly executed slide may cause serious injury!

PLAYING RULES

18. **Warm up:** No infield practice will be allowed prior to the game. After the first inning, no warm-up pitches or infield will be allowed. Three warm-up pitches will be allowed in slow pitch if there is change of pitchers.

19. In all league games (men's and co-ed), batters will start with a 1-1 count (one ball and one strike). An extra foul ball will be given on the third strike. Note: First foul ball with two strikes will be live and runners can advance on a catch. The second or extra foul will be declared a "dead ball" and runners cannot advance.

20. **HALO RULE:** any batted ball (line drive or ground ball) that is hit within 1 ½ Ft – either side of the pitcher's rubber – batter will be called out – ball will be declared dead, and all runners will be returned to their prior base. This call is a judgement call made by the umpire(s). This rule is for the protection of the pitchers in the game. This rule cannot and will not be protested when called.

21. **HOME RUN RULES:** Home Run = unobstructed fair batted ball that is over the fence

Recreational Leagues	1 home run is allowed
Men's Church	2 home runs are allowed
Competitive Leagues	3 home runs are allowed

Any unobstructed fair batted ball that goes over the fence once a team has exhausted its allowed home runs will result in a "dead ball" and the batter being called "out".

Note: When a player hits a home run whether it is unobstructed or if there is a four base award due to an obstructed batted ball over the fence, the batter or base runners do not have to touch any bases. They will just go back in the dugout.

22. **THE COURTESY RUNNER RULE:** Teams are allowed to use one courtesy runner for any player per half-inning. In co-ed leagues, two total runners (one of each gender) will be allowed in each half-inning. The courtesy runner must be any player of the same gender. If the courtesy runner is on base when they are up to bat in the lineup, the courtesy runner is OUT on base and must take their at-bat. No replacement is allowed. After the one courtesy runner has been used in a half inning, if a player is injured and cannot run the opposing team's manager must agree to allow the last batted out to run for the injured player. If the opposing team does not agree and the player cannot run, an out will be declared by the umpire.

23. **Stealing bases are not allowed** in any division or league of the Cedar Parks & Recreation Department adult softball leagues.

24. **BLOOD RULE:** Any player who has blood on their body or uniform must clean and cover the wound and replace the soiled clothing before continuing play. If the player is a base runner (offense), he/she will be removed from the game and replaced with the player (same gender), who made the last out, with no substitution being charged; OR, the team may substitute and have regular substitution rules apply. If the player is on defense, he/she is removed and a substitution is

made; OR, the team may play by the “short-handed rule” (see ASA Rule 4 Sec. 1). If the player is scheduled to bat within one inning after being notified of the situation, and fails to appear at bat, the batter will be skipped with no penalty. After one inning has elapsed and the batter has failed to appear at bat, an automatic out will be charged. NOTE: The Athletics Office strongly recommends that all players bring a change of clothing and medical supplies to the game. Also, it is recommended that teams utilize the EH rule, batting 11 or 12 players to avoid this situation.

25. DIG-OUT RULE: No “digging out” in the batter’s box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. This rule is to reduce the wear and tear in the batter’s boxes.

26. THROWING OR CARRYING A BAT

- When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batter’s hands, there is no penalty unless the discarded bat prevents the defensive team from making a play on the ball, and then interference should be called. The umpire may warn a batter about a thrown bat when the thrown bat is a danger to the opposing team. After a warning, the umpire may eject the player who endangers the safety of the players of the opposing team on his or her next thrown bat after being warned.
- There is no penalty when a player carries a bat to first base. Should the batter/runner use the bat to prevent the defensive player from making a play, then interference should be ruled.

27. As a courtesy to the teams that play after them, teams and players must clear their dugout (and their equipment and their trash) and leave the playing field immediately after shaking hands with the other team after the game. Any type of communication such as team meetings and prayers may be done outside the fence line to expedite the playing of the night’s games and to assist in preventing the last games of the night from starting significantly past scheduled game time.

28. ROSTERS: New team rosters must be turned in each season by the start of the first game. Rosters are limited to 20 players. REMINDER – rosters lock halfway through the season. All league teams will have a roster on record with the Cedar Park PARD. If the roster is incomplete, protests may result in forfeit.

All players must be listed on the team roster by 5:00 P.M. on the day of his/her participation with any team. Players can be added by email or called in at 512-401-5513. REMINDER – rosters lock halfway through the season. All players must always have a picture ID. IDs and rosters may be checked to confirm age or identity at any time. NO ID – NO PLAY.

All players must be listed on the team’s official roster by the 3rd played game of a 6-game season, and by the 4th played game of an 8-game season, for the team to qualify for postseason awards.

A player may participate on any team provided they are listed on the roster of that team, and the teams they are on the roster for are in the same skill division (ex. Competitive, Recreational, Church). Any player listed on a Competitive team roster will be considered ineligible to play on any Recreational or Church roster. No special accommodations will be made if a player is listed on multiple teams’ rosters in the same league, and those teams are scheduled to play against each other.

The responsibility for the eligibility of players will rest with the manager(s) of the teams. Only the opposing team captain or manager may protest illegal or ineligible players. Protest of illegal player(s) must be done during the game while the player in question is in the game. If protested, players must be able to produce proper ID when requested by an umpire.

If a team is found to be utilizing a player not listed on their roster, or if the player is playing under an assumed name, the team utilizing the illegal player will be required to automatically forfeit. A player who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Athletics Supervisor.

PICK-UP PLAYER: ONE pick-up player can play and be protected from any protests from the opposing team IF the manager picking up the player approaches the opposing manager to get approval prior to game time. This will be documented by officials. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.

All results from games where both managers have agreed to allow one pickup player will be final. No players listed on a Competitive roster may be picked up by a Recreational or Church team, but Rec/Church players may be picked up by a Competitive team for that game ONLY.

29. RULE PROTESTS: In the case of rule protest, the burden of proof will rest with the manager protesting. Any protest to be registered as an official protest must be made to the umpire at the time of the play in question and before the next pitch. A written protest accompanied by the protest fee of \$50.00 must be submitted within 48 hours of the game time to the Cedar Park Parks & Recreation Department office in order to be accepted. The written protest must state the rule interpretation error that was made by the umpire(s). (Saturday, Sunday and holidays will not count in the 48-hour time limit). The Athletic Program Manager will rule on the protest in accordance with U.S.A. Softball rules or City of Cedar Park playing rules, whichever apply. If the Athletic Program Manager denies the protest and the umpire's decision is upheld, the \$50.00 fee will be donated to the Cedar Park Adult Softball League. If the protest is upheld and the umpire's decision is overturned, a refund of \$50.00 will be made to the protesting team. There will be no protests allowed concerning umpires' judgment calls.

CO-ED LEAGUE PLAYING RULES:

30. In coed softball leagues....

- (A) Men will hit a 12", COR .52 softballs with 300 lbs. of compression and women hit an 11", COR 52 softballs with a 300 lbs. of compression. It is the managers' and pitchers' responsibility to hit or pitch the correct ball.
- (B) Automatic walk for the next female rule does apply to league play but only with two outs. With two outs, if the male walks, (intentional or unintentional), it is an automatic two-base walk. With two outs, the female has the option to hit or walk. **NOTE:** On an automatic walk, it is not mandatory that the baserunner physically touch first base before going to second. With less than two outs, the male still is awarded second base, but the female must bat.
- (C) The offensive batting lineup must alternate batting line-up according to gender.
- (D) Defensively, teams may place players in any position on the field
- (E) Unsportsmanlike conduct will not be tolerated and offender is subject to immediate removal from game.
- (F) The defensive player must give at least 50% of the base and base path to the runner. No deliberate blocking of base or base path is allowed if the fielder does not have the softball.
- (G) If a co-ed team wishes to play with six female players and four male players this will be allowed. A team may not play with six male players and four female players. Coed teams must have a minimum of four players of each sex and nine total players to play the game. Clarification: Batting order will be alternating male/female until all males have batted then may be female only for the remainder of the order.
- (H) If you are playing with nine players the tenth batting spot is an out, regardless of if both teams are playing with nine players. The U.S.A. Softball "short-handed rule" states that the vacant tenth batter place in the lineup is an automatic out and will apply to the Cedar Park softball leagues.
- (I) All outfielders must stay behind the infield dirt when a female batter is at the plate and cannot cross out of the outfield grass toward the infield until the ball has been hit. If an outfielder crosses into the dirt prior to the ball being hit a dead ball call will be made by the umpire, the batter will be awarded first base and any base runners will be awarded one base, if forced by the batter going to first.

CONDUCT AND SUSPENSIONS

31. Umpires will be appointed by the Cedar Park Parks & Recreation Department. Umpires are authorized and required to enforce all rules and regulations of the game. They have the power to order a player, coach or manager to do or omit to do any act, which in their judgment is necessary to give force and effect to one of or all of these rules. **ONLY TEAM MANAGERS MAY QUESTION UMPIRES CONCERNING RULE INTERPRETATIONS ON THE FIELD DURING THE GAME!** Assigned umpires will be in complete charge of the ballpark area from ten minutes before games begin until all spectators and players have left the ballpark area. Managers of teams will be responsible for the conduct of their players and spectators prior to, during and following the games. This includes curtailing any, and all, profanity and verbal abuse!

32. Alcohol Consumption During Play: For safety reasons the consumption of alcohol may not occur during the game. If an umpire sees a player drinking in the dugout the player will be ejected. There should not be any alcoholic beverages inside the playing field or dugout. The umpire will request the removal of all alcoholic beverages if an alcoholic beverage is discovered. If an alcoholic beverage is discovered for a second time inside the dugout during the same game, the team with the alcoholic beverages will forfeit the game. The umpires will be given the authority to eject players who in their judgment are intoxicated. **GLASS CONTAINERS are strictly PROHIBITED** at the Brushy Creek Sports Park.

33. There will be a ZERO TOLERANCE POLICY for profanity, taunting, and "trash talking". Any player, manager, and/or coach will be ejected for the use of such. There will not be a warning and if is not protested, the player may or may not be replaced. In the event the player is not able to be replaced with a substitute, an automatic out will be charged when that player is scheduled to bat. A team may drop to a minimum of nine players. Any team dropping to less than nine players will be required to forfeit.

34. SUSPENSIONS: ANY PLAYER EJECTED FROM A GAME WILL HAVE ONE MINUTE TO VACATE THE FIELDS (IF REQUESTED BY THE UMPIRES). EJECTED PLAYERS REFUSING TO LEAVE THE FIELDS WILL BE GROUNDS FOR THE GAME TO BE FORFEITED. EJECTED PLAYERS WILL ALSO BE SUSPENDED FOR THE NEXT PLAYABLE GAME INVOLVING THAT TEAM and ALL OTHER TEAMS IN THE CEDAR PARK SOFTBALL LEAGUES FOR AT LEAST ONE WEEK. FAILURE TO COMPLY WITH THIS RULE WILL CAUSE FORFEIT OF GAME BY THE TEAM THAT PLAYER IS ILLEGALLY PLAYING FOR. Also, additional suspension time will be assessed to any player refusing to leave the premises in a timely manner. Any player who strikes an official is automatically suspended until the case has been considered by a court of law. Assault and battery charges will be filed and if the player is found guilty, the player becomes suspended indefinitely. A player who pushes, intentionally bumps or strikes an official will be suspended for a minimum of one year from date of incident. Managers shall instruct their players to remain in the dugout during any dispute involving rule interpretation or unnecessary rough tactics between members or opposing team. Umpires will eject offending players and report those individuals to the Athletics office. Any player reported for harassing an umpire or staff member may be suspended depending on the severity of the encounter. Threats of bodily harm towards officials or staff members will be grounds for removal from the league. Any person participating in a fight will be disciplined severely. Players who play on other teams as a pick-up player may be suspended from playing with their own team due to misconduct in games that they are serving as a pick-up player.

35. DISQUALIFICATION PROCEDURES AND APPEALS: The length of all team or player suspensions will be determined by the Athletic Program Manager or his/her agent. The Athletic Program Manager will notify the team manager of any team of player suspensions for his or her team. Any team and/or player who has been suspended from league play for any reason has the right to appeal the decision of the Athletic Program Manager. If the suspended party submits a written appeal to the Athletic Program Manager with 72 hours after being notified of their manager being notified of the suspension, a hearing will be held. The written appeal must include the reason that the team or player believes that the suspension is unfair. The team or player shall be notified of the time, place and date of hearing within one week of submitting the appeal letter. Should the accused player or team fail to attend the hearing, the person conducting the hearing may proceed to take the evidence of those in attendance. The Parks & Recreation Department will assemble a three-person committee to hear the appeal. The committee will consist of two parks and recreation department employees and one sports official from any sport. The hearing committee will take all evidence and all witness testimony into consideration. The decision of the appeal committee will be final. A team or team member may be disqualified for any of the following: unsportsmanlike conduct, abusive language, throwing bat in anger or disgust, intentional delay of game tactics, rough tactics against opposing player, intentional spiking, fighting, or playing while intoxicated.

36. Player Suspension: Managers are responsible for reporting the ejection of a player within 24 hours of the occurrence. Umpires will report this as well, but we need to hear from the manager so we can get a complete report as to what occurred to cause the ejection and obtain player information.

LEAGUE ADMINISTRATION

37. Adult league age is 16 years and older. Any person between the age of 16 or 17 must obtain a parental permission form from the Cedar Park Parks & Recreation Office before participating in any league game.

37.01. - Men may not play on a women's team.

37.02. - Women are allowed to play on a men's team but play without any special exceptions, including hitting the Men's ball.

37.03. - All players must always carry a valid Texas Driver's License or Government photo identification.

38. LEAGUE AWARDS: The first place team in each league will receive up to 15 individual champion awards for players on their team.

39. TIE BREAKER: tiebreakers will follow the tiebreakers listed on the league website. The final order (ranking) of the teams will be the determining factor for the Champions.

40. To prevent a particular team from dominating the awards, league champions may be required to move up to the next highest division, if there is a higher division on their preferred night of play. The City of Cedar Park decides which division a team will play in regardless of the team's preference during registration. If the City of Cedar Park wishes to change a team's classification or league from what they registered, the City will notify that team. At that time or at any time before the schedules are posted online, the team being re-classified may elect to have their entry fee refunded to them. Once the schedules are posted online, the placement of any team is final, and they are not eligible for any refund.

41. In order to be fair to all teams in the league, the City of Cedar Park requests that all schedule requests be requested **ONLY** when it is absolutely necessary because of a work-related or church-related conflict. We will not accept time requests because most teams either prefer no late games and/or no early games. If you have a schedule request that is necessary, it must be submitted in writing within 48 hours after the softball registration deadline each season. Do not assume that because your schedule request has been honored in previous seasons, that it will be honored every season, or that we will remember your schedule request from season-to-season. Schedule requests must be submitted in writing each season. Once schedules are posted, the only schedule changes will be allowed are those made by the City of Cedar Park, and those that necessitated by inclement weather. The reason for not allowing schedule changes by the teams after posting the schedules online is that it inconveniences the other teams in the league and the umpires.

42. Refunds will not be allowed for any reason, other than games being cancelled due to weather related issues, once schedules have been posted. If a team does not get in all eight games in a softball season, the City of Cedar Park will credit the account of the person making the registration with a pro-rated amount for each game less than eight games played in a season.

NOTE: THOUGH THE CEDAR PARK ADULT SOFTBALL LEAGUE WILL BE PLAYING BY U.S.A. SOFTBALL PLAYING RULES, THIS LEAGUE IS NOT SANCTIONED BY THE U.S.A. SOFTBALL NOR DOES IT POSSESS ANY MEMBERSHIP WITH U.S.A. SOFTBALL OR ANY OTHER SOFTBALL ASSOCIATION AT THIS TIME.

UPDATED: 1/9/2025

