



CITY OF FRESNO PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY
SERVICES ADULT SPORTS SECTION

COED RECREATION SOFTBALL

(PITCH TO YOUR OWN TEAM)

Revised: 2025

PLAYING RULES:

Rules not specifically mentioned will be governed by the United Softball Association (USA) rules.

1. Game time is forfeit time! Exception: First game has a ten (ten) minute grace period. Only for the first week of the season, do all games have a ten (10) minute grace period (game time will be deducted from the grace period).
2. Games must start at the scheduled game time; therefore, line-ups must be given to the umpire on the scorecard before game time. First and last names of players must appear on the scorecard.
3. Both teams must field at least seven (7) ball players, (4) male (3) female to constitute an official game; nine (9) players standard recorded for the fourth female batting position in the lineup.
4. Pitch to your own team-players will not be allowed to hit any homeruns over a fence. An out will be recorded and runners must go back to their starting base.
5. Sliding: for safety reasons, sliding is allowed in the Recreation Division. However, no sliding is allowed at home plate.
6. Length of game is seven (7) innings or fifty-five (50) minutes. No new innings after 50 minutes.
7. Four (4) complete innings constitute an official game when called because of rain, darkness or inclement weather. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
8. When a game is stopped before the completion of the 4th inning due to inclement weather, the game will be rescheduled except if in the bottom of the 4th inning when the home team is ahead in score. When a game is stopped in the middle of an inning due to inclement weather, injury or violation of code of conduct, the final score would revert back to the previous completed inning.
9. Mercy Run rule – game will end when a team is ahead based on the following:
 - 20 runs after five (3) innings □ 15 runs after five (4) innings
 - 10 runs after five (5) innings

10. A league game ending in a tie at the end will be recorded as a tie. Standings are first calculated using Games Back. If there is a tie after the initial calculation, the following tie breaker configurations will be used to break the tie or ties in the following order:
 - I. Winning Percentage
 - II. Head-To-Head
 - III. Head-To-Head Differential
 - IV. Total Runs Against.
11. The infield fly rule will be in effect when it applies.
12. The distance of the base paths will be seventy (70) feet.
13. The batting team shall use their own pitcher to pitch to their own players.

NOTE: Pitcher must be on the team's roster.
14. A pitcher can only pitch from any rubber that is visible. The pitcher must have at least (1) foot on the rubber at the time of release.
15. Each batter is limited to three (3) pitches.
16. The batter is automatically out if the pitcher touches the ball when the ball is in play after a fair hit.
17. All players must remain in the dugout or behind the playing line (not including the on deck batter).
18. All players must bat in rotation (male/female), regardless if they are not playing in the field. This must be determined at the beginning of the game and the official must be notified.
19. Any player not able to take his/her turn at bat when it comes up will be ruled automatically out. The loss of a player due to injury will result in an out every time that player is due to bat. **See diagram on last page for explanation (only if NO SUBS are available).**
20. A batted ball that goes from the bat to the catchers hand(s) or glove/mitt is an out.
21. No bunting, chopping, or half swinging at the ball. Batter will be ruled out at the umpire's discretion.
22. Any female or male players arriving after the start of the game may be substituted for one equal (female for female, male for male) player in the original line-up or he/she may be added to the bottom of the line-up if it does not violate the ratio of men to women players. **Note: Add-Ons may occur after the team has hit through the line up, if the line up is not complete. Late AddOn's must be a straight substitution - 1 for 1, gender for gender.**
23. The ball must be thrown to the pitcher by an infielder. Once the infielder controls the ball, the ball is dead, no runners can advance. If the ball is thrown to the pitcher by an outfielder, the pitcher is not obligated to catch it and runners may advance at their own risk.
24. A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base. The "rover" is considered an outfielder.
25. A base runner cannot leave the base until the batter has swung or made contact with the ball. If the base runner leads off before this time, the base runner will be called out.

26. Step off Rule: For safety purposes, if you choose to step off first or third base you must request permission from the umpire. Base runner must retag the base before proceeding to the next base.
27. A team may use one (1) courtesy runner per gender per inning. Any player that is listed on the lineup may run at any bag.
28. A runner “may not run over” a defensive player in order to avoid a tag. Effect: The runner will be declared out.

Note: Runner may be ejected, at the discretion of the umpire.

29. A defensive player “**may not block**” a base in attempting to prevent a runner from getting to that base.

Effect: The runner will be declared safe.

Note: A defensive player may be ejected, at the discretion of the umpire.

30. A second home plate shall be placed (8') feet from the back top of home plate on an extended line from first base.
31. There will be a (20') ft. line marked between 3rd base and home plate. Any runner that passes that mark has to continue forward to home plate. Automatic force out at home plate.

EQUIPMENT:

1. USA Rule 3 Section 3E [3]: EFFECTIVE 2014: The 52/300 12-inch ball will be the only 12” ball allowed in Men’s Adult Slow Pitch, Men’s Co-ed, Men’s Master’s Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors. Balls must be yellow in color except during the month of October where they may be pink to support Breast Cancer Awareness.
2. Each team shall furnish the umpire with a new official ASA, USA or NSA .52 core ball at game time. Ball shall not exceed the 300lbs compression. Best ball available shall be used at all times at the umpire’s discretion. No game shall start until each team has furnished the umpire with a new ball. If a new ball is not furnished to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion to negotiate a mutual agreement between the coaches.
3. USA & ASA Banned Bat list will be enforced. Article 510 N. 06 of the 2006 ASA Code, any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further City of Fresno league play and ASA Tournaments from one to ten years. City of Fresno/ASA shall have the right to take possession of a bat that is, in the sole discretion of the City of Fresno Parks, After School, Recreation and Community Services Department reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to City of Fresno/ASA; otherwise a bat of equal or greater value, in the sole discretion of City of Fresno/ASA, shall be returned to the player. A team that is discovered using or have

within its possession or control an altered bat may be disqualified from further league play or tournament competition. All softball bats must have the USA/ASA certification mark.

4. Athletic footwear is required of all participants. Rubber cleats or turf cleats are allowed.
NO METAL SPIKES, NO TRACK OR FOOTBALL CLEATS ALLOWED.

PLAYER QUALIFICATIONS:

Team players are those persons who sign the original team contract. Once a player is on a team roster, he/she may not switch and play for another team. If the player quits, he/she is ineligible to play in the same division.

1. A team roster shall consist of a minimum of eight (8) and a maximum of twenty (20) team players on a team contract, unless other arrangements are made with the Adult Sports Supervisor.
2. All players are required to register and complete an Online Waiver through <https://teamsideline.com/Fresno>. Team captains are responsible for adding players to their roster and upon addition of an individual player they are required to sign on and acknowledge their participation in the league including agreeing with league rules and procedures..
3. A player may play on more than one team per night PROVIDED the teams he/she plays for are not in the same league. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Office, by a pictured identification, or the game will be forfeited. Acceptable "picture identification" will consist of one of the following documents:(N/A Covid19)
 - Department of Motor Vehicles Driver's License
 - Department of Motor Vehicles Identification Card
 - Student Body Card
 - Passport
 - Employee Identification
 - Card Any Notarized
 - Identification
4. A player must be 18 years of age or older to be eligible to participate with an adult team. Any player under the age of 18 years old will be required to have a City of Fresno photo I.D. and have a parent or guardian signed waiver form. **Absolutely NO players under the age of 16 years old –NO EXCEPTIONS**
5. An **ADD/DROP FORM** must be filed in the sports office for any additions or deletions of player(s) to the original roster/waiver. Forms will be accepted up to the fifth (5th) game. Any player(s) added after the deadline, in an incorrect manner will be declared ineligible and the team's games will follow the forfeit process.

6. A player signing a contract is eligible to play on the same day as the contract has been filed with the program monitor or at the sports office.
7. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
 - a. Automatically released players are eligible to play on another team after signing a contract with the new team, provided that the team falls below the minimum, and at least one half (1/2) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
8. Any player who is on the roster of a college, junior college, high school or junior high school squad, and is competing under C.I.F. rules and regulations is ineligible to compete in any City Athletic Leagues until completion of their school's current league schedule. Player's name (Not Signature) must appear on the official team contract prior to the contract's deadline date. The league in which a player wishes to participate will be determined by the team with whom the player signed his/her contract. A written letter is required from the school to release said player to participate. Player must then sign official team contract before legal to play.
9. Injured/ Senior Rule (Over age 50)
 - Supervisor must approve handicapped players before player is entitled to special batting consideration. Players must be designated on the batting line up sheet.
 - Injured player is entitled to have a pinch runner from home. Pinch runner is to stand behind home plate or designated area. Pinch runner may not leave before the ball is struck.
 - Pinch runner is not a courtesy runner and will not count against your courtesy runner.

PROTESTS:

The Adult Sports Supervisor shall not be bound by any verbal agreement made between managers or players.

1. **AII RULE INTERPRETATION PROTEST** must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.

- a. All rules protested must be filed in writing on the official protest form and submitted to the Program Monitor immediately following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

2. **ALL ILLEGAL PLAYER PROTESTS** must be made verbally to the official(s) during the game.
 - a. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before the game resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.

- b. During league play, if an illegal player is identified by the Adult Sports staff, corrective action may be taken up to and including one (1) business day after that league's last official game.
- c. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

** Dead time during a protest is an official time-out. That time will be added at the end of the game.

APPEAL PROCESS:

1. Only individuals directly involved in the infraction, or their authorized representative, may address the Adult Sports Supervisor.
2. The Adult Sports Supervisor shall be the final authority in the interpretation of all rules and in determining any points not satisfactorily covered in the rules.
3. The Adult Sports Supervisor considers all advice, suggestions and recommendations in making its final decision. The decisions made by the Adult Sports Supervisor shall be final and not subject to appeal.

To find the status of an appeal, the team manager may contact the Adult Sports Supervisor the next working day

AGREEMENTS:

1. Upon registration for a City League, each manager agrees that he/she has read all the rules & regulations and further agrees that he/ she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks and Recreation and Fresno Unified School District.
2. Alcoholic Beverages – **City of Fresno does not allow alcoholic beverages on any city park.** Consumption of alcohol on the premises will result in removal from the park and City of Fresno Adult Sports Leagues for one year.
3. Once schedules are made, **NO REFUNDS** are allowed.
4. Only the team manager will be required or allowed to handle team matters as they relate to the Adult Sports Program.

5. Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. **The City of Fresno PARCS Department reserves the right to move any team up or down a division to create a level playing field.**
6. All City League athletic events are provided to foster a positive, competitive, and enjoyable sporting environment. However, keep in mind that we all must go back to work the next day. "Rough Play" or "Horse Play" will not be tolerated as it can result in injuries. Keep the games in perspective and have a good time.

RAINY OR BAD WEATHER PROCEDURES:

On the day or days in question, the manager/coach only of each team will call the Weather Hotline at 621-6725. Managers and players can check www.teamsideline.com/fresno after 3:00 p.m. for the following information:

1. Which fields are not playable
2. Which leagues are affected by the weather
3. If games will be rescheduled or moved in the near future
4. Any additional information needed to maintain the best play for all concerned

OFFENSE

*If a female substitute is not available for an injured female player, an out will be recorded in her spot every time she is scheduled to bat.

ON DEFENSE

If the injured female cannot play defense, her team must play with 8 players in the field - 5 men, 3 women - down one (1) player on defense. A female may play for an injured male.

Line Up Presented to Umpire

Actual Line Up After Injury

- | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> 1. Male 2. Female 3. Male 4. Female 5. Male 6. Female 7. Male 8. Female 9. Male 10. Male | <ol style="list-style-type: none"> 1. Male 2. Female 3. Male 4. Female 5. Male 6. Female 7. Male 8. *Injured Female – Out
Recorded 9. Male |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

11. Male

10. Male

11. Male

EJECTION - NO SUBSTITUTE AVAILABLE

Umpires discretion - either ball game will be forfeited, or out recorded in vacant spot

THE 150' FT. LINE

Four outfielders must be present in the outfield

Females are not required to play in the outfield.

1. A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base.
2.
 - a. 3 male outfielders, 1 female outfielder
* The male outfielders must remain behind the 150' line until contact is made. The female outfielder may play in front of the 150 ft. line and position herself as a rover but must remain on the grass. **The rover position is still considered an outfielder and cannot make a play at First base.**
 - b. More than one female outfielder (ex. 2 men, 2 women)
*Only one of the female outfielders will be permitted to come in front of the line and play the rover position.
3. Penalties for failure to comply with rule
 - a. Warning (optional)
 - b. Runners on base, no contact by batter: Every base runner will be advanced 1 base.
 - c. No runner on base, no contact by batter: Warning: Ejection if repeated and flagrant.
4. Runners on base, contact by fielder:
 - a. Team violated against has choice of play or advancing runners 1 base and awarding batter 1st base or the result of the play.

FRESNO STYLE COED RECREATION SUPPLEMENTAL DEFENSE AND BATTING ORDER RULES

OFFENSE

- I. A standard Coed Recreation line up consists of eleven players - four women, seven men.

- II. Players must be alternated until the line-up runs out of females. No more than four men can bat in a row: **Sample A:** three at the bottom and one at the top of the line-up.
Sample B: if line-up starts off with a female then four men can bat in a row at the bottom of the line-up.
- III. A team with two or less females present at game time cannot play - **forfeited game.**

SAMPLE LINE-UPS

Line-Up A		Line-Up B	
STANDARD - MALE BATS FIRST		SHORT ONE (1) FEMALE	
1. Male		1. Male	
2. Female		2. Female	
3. Male	4 Women & 7 Men	3. Male	3 Women & 4 Men
4. Female		4. Female	
5. Male		5. Male	
6. Female		6. Female	
7. Male		7. Male	
8. Female			
9. Male		8. Female*	When a 4th female arrives then three (3) men can be added to the line-Up.
10. Male		9. Male	
11. Male		10. Male	
		11. Male	

DEFENSE

1. A standard defense consists of five men and four women. The fielders are placed wherever the coach deems appropriate. The only restriction involves the rover position in front of the 150 ft. line. The rover must be a female. No more than five men can play on defense. **This restriction does not apply to women.**

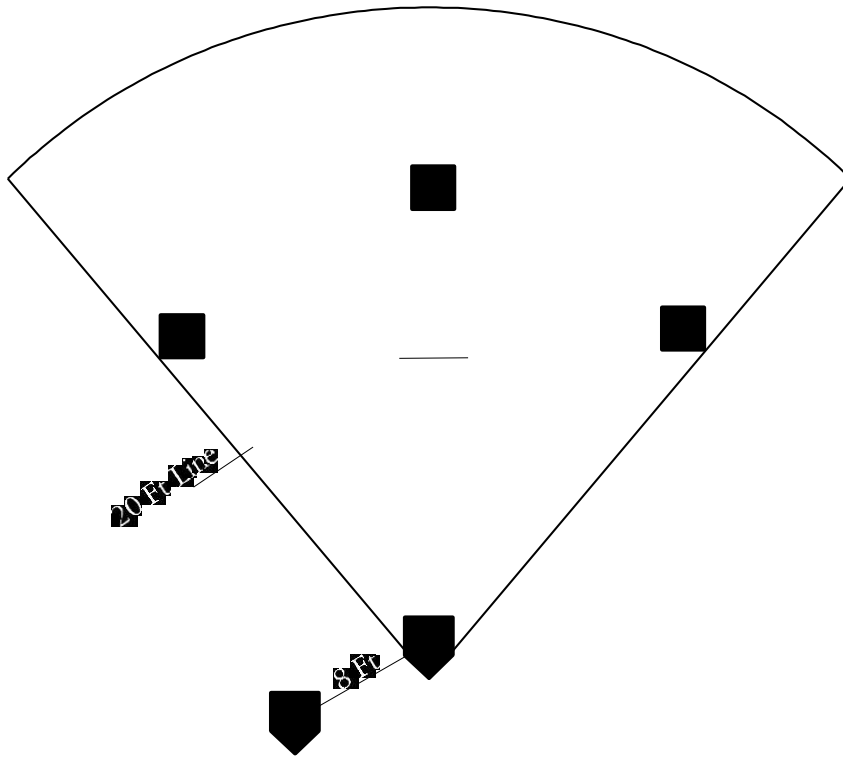
STANDARD ALIGNMENT

SHORT A FEMALE - 7 PLAYERS

* The "Standard Defense Alignment" and the "Short a Female" positions listed above are examples only.

EXTRA HOME PLATE RULE

(Coed Rec. Only)



1. Any offensive player that is rounding third base to go home must use the extra home plate only (any player that steps on the official home plate will be called out).
2. There will be a 20 ft line from 3rd base going towards home plate. Any player that crosses this point must continue forward to extra home plate.
3. A play at home plate will result in a force out. A defensive player can only use the official home plate.
4. If the runner stops running and goes back to third base, the play will be dead and the runner will be out and any trailing runners will go back to their original base.
5. If the defensive player attempts to tag the runner coming home. Play is dead, and the runner is awarded the safe call and trailing runners will advance one bag without scoring.

PLAYOFF QUALIFICATIONS:

Participants are required to play in a minimum of four league games during the regular season in order to be qualified to be added to a playoff roster. NO EXCEPTIONS.

(THIS IS A USA OFFICIAL SOFTBALL PLAYING RULE)