

BELLEVILLE PARKS AND RECREATION
2024 – USSSA SOFTBALL LEAGUE RULES AND BY-LAWS

RAINOUT HOTLINE: 618-233-PARK; OPTION #2

10U – PITCHING DISTANCE 35 FEET

12U – PITCHING DISTANCE 40 FEET

14U – PITCHING DISTANCE 43 FEET

BASES 60 FEET FOR ALL AGE GROUPS

1. League Communication – The majority of communication for the league is done through email. It is imperative that everyone in charge of communications for the teams make sure their email box is not full and able to accept incoming mail. Emails must be checked periodically for league information, especially regarding rescheduling. Website is www.teamsidelilne.com/belleville. The schedule, as well as the scoring, will also be listed on the USSSA public website as well as, the USSSA app.
2. **Teams are required to have their current roster listed on the USSSA website.**
3. USSSA fastpitch softball rules will govern any rule not addressed by this handout, followed by the Official Rules of USSSA Fastpitch Softball. For any and all USSSA rules questions, please contact Jenn Gallo at jenn.gallo@usssa.com.
4. Time Limit – 1 hour and 10 minutes. No new inning may start after 1 hour and 10 minutes. If after 7 innings the game is tied it will be recorded as a tie. Timers will be used in all games once the coaches/umpire meeting is completed the timer will start.
5. Games can end in a tie.
6. In a USSSA Softball game, a team may bat their entire roster. In addition, a team may optionally include DP/FLEX and/or up to two Additional Players (APs). The maximum number of players in the lineup is 12; the maximum number of batters in the batter order is 11 unless batting roster. **RULE 5. SEC. 1**
 - An eligible roster member may be added as substitutes at any time.
 - If roster batting is declared at the plate meeting and an eligible roster player arrives late, she may be added to the bottom of the line. **ONLY IF DECLARED AT THE PLATE MEETING.**
 - When batting roster, if a batter exits the game due to illness or injury and is unable to complete her turn at bat, she will be declared out every time her position in the lineup comes up. The player is also unable to return to the lineup for the remainder of the game. **Exception: Blood Rule.**
7. 8U, 10U & 12U rubber or hard plastic spikes only (NO-Metal spikes are allowed). In the 14-U & High School Division, players can wear rubber, plastic, or metal spikes.

8. Bat Restrictions: The official bat must bear either the new 2020 USSSA Fastpitch Only Certification Mark **OR** the previous 2014 USSSA Certification Mark. Legal bats can become illegal when dented or rattles occur. Please have bats in front of the dugout before your game, along with helmets.
 - **The BLUE GHOST BAT and SUNCOAST BACKLASH IS ILLEGAL in USSSA play.** The penalty for entering the box with any illegal bat is ejection of the player and coach. The coach is also ejected for the following scheduled game.
9. The run-rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the following:
 - 12 runs AFTER the 3rd inning
 - 10 runs AFTER the 4th inning
 - 8 runs AFTER the 5th inning.
10. The only modified rule for 10U is: **There will be a 6-run limit per inning.**
11. Dropped 3rd Strike, Infield Fly and Stealing will be permitted in 10U-18U.
12. All players shall be fully uniformed which includes matching baseball pants/ shorts, socks, and team jersey with numbers that are non-duplicating.
13. The maximum number of coaches allowed in the dugout is 4. All coaches and managers need to be listed on the coaches' roster as a coach or manager. The coaches must have a background check on file with USSSA prior to the season starting. Only coaches that are listed on the team roster are eligible to coach in the dugout. In the case of a coach's ejection, you may not bring in a substitute coach (and/or parent) to assist for the remainder of the game. The purpose of this rule is to eliminate anyone other than coaches and players from being on the playing field or in the dugout. This assists the umpires in determining who should or should not be on the field. An age eligible USSSA player used as a base coach must wear an approved helmet/mask when on the field during play. ***Note: The penalty for a coach's ejection is: They are ejected the remainder of the game they are currently coaching in and the next game that they are scheduled to play.**
14. A courtesy runner will be allowed for the pitcher and catcher. A team may use a courtesy runner for the pitcher and/or catcher ANY TIME after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. If, and only if, no eligible substitute is available, then, and only then, the Last Completed at Bat may serve as a courtesy runner. ***Note: If an ineligible or incorrect courtesy runner is used and is discovered while still on base, the runner shall be called out and a team warning issued.**
15. Charged Conferences- OFFENSE- 1 per inning. DEFENSE-3 per game (Can be used all in one inning or spread out over the regulation game). During tiebreakers, 1 per inning (no carry over from regulation game).

16. Intentional walks – If a pitcher desires to walk a batter, all pitches must be legally delivered.
17. The pitcher may: Step back, start back or step back from the start back position.
18. The pitcher may leap.
19. In the case of inclement weather, a game will be considered complete after 3 full innings have been played; or if the home team has scored an equal or greater number of runs in 2 or 2 and a fraction turns at bat than the visiting team has scored in their 3-inning turn. **RULE 4. SEC 6.C.1**
20. Fan behavior is the responsibility of the manager and coaches. **The USSSA Play It Forward Sportz Zero Tolerance Policy will be enforced in all league play.**

The coaching staff is responsible for spectator behavior.

ANYONE (SPECTATORS INCLUDED) THAT IS EJECTED FROM A GAME MUST LEAVE THE PARK IMMEDIATELY. FAILURE TO DO SO WILL RESULT IN A FORFEIT. ALSO – ANYONE (SPECTATORS INCLUDED) THAT IS EJECTED FROM A GAME MUST SERVE A ONE (1) GAME SUSPENSION.

21. NO field protests: only player eligibility/illegal player can be protested. If a player's eligibility protest is made and proven to be illegal, the team will forfeit that game.
22. A player shall be permitted to participate on multiple teams but only one team per age division regardless of classification. **Note: Players are only permitted to play in an older division.**
23. When a game is being played on any field, teams are not allowed to warm up in the outfield.
24. Scheduling
 - If a coach or manager cancels a game for any reason after the schedule is official, there will be a \$25 fee for this service. If the fee does not get paid, the game will be forfeited.
 - If a coach needs to cancel a game for any reason, they will need to contact the league coordinator and opposing coach 48 hours prior to the date of the game to be canceled. Failure to do so will result in the game being forfeited.
 - When a game is canceled, Emma Martin (Recreation Supervisor) will reach out to both coaches with a rescheduled game time. If the rescheduled date does not work, Emma will reach out to both coaches to find a date that works for both teams. Rescheduled games will be posted on www.teamsideline.com/belleville and will be

highlighted. Games may have to be rescheduled on nights that divisions don't typically play. If you have any disputes with rescheduled game times, reach out to the league coordinator at emartin@belleville.net. A makeup date will be determined and communicated to the coaches within one week of the cancellation.

25. ABSOLUTELY NO SOFT TOSS AGAINST FENCE.

26. WE HIGHLY ENCOURAGE ALL PLAYERS TO WEAR A PROTECTIVE FACE GUARD!

NO FOOD OR BEVERAGES MAY BE BROUGHT INTO THE BELLEVILLE LADERMAN PARK SPORTS COMPLEX. COACHES MAY BRING COOLERS FOR WATER IN THE DUGOUTS!

PLEASE CLEAN UP YOUR DUGOUT AFTER EACH GAME.