

The City of Burleson
Parks & Recreation Department
Chisenhall Sports Complex
League Softball Rules



I. General Information

1. Any ties in the final league standings that receive awards will be decided by win/loss record, head to head, head to head differential, common opponents, strength of schedule, total runs differential, lowest number of forfeits, and then a coin toss.
2. The Burleson Parks & Recreation Department will play in accordance with USSSA playing rules, however rules listed in this document supersede USSSA playing rules for League Play only.
3. Alcohol is not permitted at Chisenhall Softball Complex.
4. Umpires will explain field ground rules at the pre-game meeting at home plate.

II. Eligibility and Rosters

1. All participants must be at least 16 years of age prior to the start date of the league. Due to insurance requirements, no exceptions will be made.
2. All participants for each team must be on the team roster and sign the liability and Covid-19 waiver. If a team uses a player that is not on their roster to participate in a game, that team will forfeit the game in which that player participated. In addition, the manager of any team using a player under an assumed name will be given a warning; the next infraction will be a suspension for the rest of the season. A driver's license or picture ID will determine whether or not that player is playing under an assumed name. If the player refuses to provide proper ID, the player will be considered guilty of playing under an assumed name.
Exception: If a team is short players and both coaches agree, then the team that is short players will be allowed to pick up 2 players if the team only has 8, and 1 player if the team has 9, to prevent a forfeit or taking an out. This decision has to be made in front of the home plate umpire, by both coaches prior to the game. If both coaches agree on the players, the teams will play a regulation game, and the results of the game will be recorded in the official league standings as a regulation game. **A protest on the 2 additional players, after they have been agreed upon by both coaches in front of the umpire, will not be accepted.**
3. All players may be listed on only one (1) roster per league and play on one team in the same league. The penalty for being on more than one roster will be a suspension of the player until he/she has been dropped off all but one roster.
4. Teams must submit a completed official City of Burleson Parks & Recreation Department roster to the ball field attendant by their 2nd game. Teams who do not submit an official roster will be playing subject to protest by the other team. **If no roster has been submitted and said team is protested against, that game will be a forfeit.**
5. Rosters will be limited to a maximum of 25 players.
6. Rosters may be randomly checked for player eligibility.
7. All rosters will be final after the 4th game of the season and no adds may be made after that time. Rosters must be turned into the Ball Field Attendant.
8. Once playoffs begin each team will have to check in prior to the game to make sure that players that are playing are on their team's roster. If a player is not on their roster they will not be able to play for that team or night.

III. Equipment and Uniforms

Softballs: Each team must provide softballs for their team to hit. (Men hit the 12 inch Classic M with a COR of 40 or less and Compression of 325 or less or the 12 inch Classic Plus with a COR up to .52 or less and a Compression between 375 and 225, no Rock or Evil softballs will be allowed) (Women hit the 11 inch Classic W with a COR of 44 or less and a Compression of 400)

- Balls must meet COR and compression values; USSA Stamp is no longer a requirement on balls.
- 2. Bat: All bats must have a USSSA stamp. No Ultra/Senior Bats will be permitted. All bats must have a stamp of 2023 or newer.
- 3. Shoes must be worn by all players. No Metal cleats of any kind are allowed. A player discovered wearing Metal cleats will be ejected from the game when the infraction is discovered.
- 4. There will be no color or numbers required on jerseys. They are optional only.
- 5. Pitchers masks will be provided for each field of play, it is recommended that pitchers use them.

IV. Playing Rules

1. For all 6:30 games, a ten (10) minute grace period will be allotted. In this scenario, a team may start with eight (8) players (taking an out in the 9th and 10th spots in the batting order) and will have 10 minutes for their 9th player to arrive and be entered into the game. At the end of the 10 minutes grace period, a forfeit will be called by the umpire if the 9th player has not arrived and entered the game. There will be no exceptions made to this rule.
2. A game will consist of 7 innings or 55 minutes, or if a team is ahead by the necessary runs for it to constitute a Run Rule. The Run Rules for all Burleson Parks & Recreation Department leagues will be:
 - 15 runs ahead after 3 innings
 - 12 runs ahead after 4 innings
 - 10 runs ahead after 5 innings
3. Each batter will come to the plate with a 1 Ball – 1 Strike count. The batter is awarded a base on balls after 4 balls. The batter is out after 3 strikes. There is a courtesy foul.
4. If a game is tied at the end of 55 minutes or 7 innings, additional innings will begin with the last completed turn at bat on 2nd base, and each batter will come to the plate with a 3 Ball, 2 Strike count. A Ball will result in a base on balls being awarded to the batter. A Strike or Foul Ball will result in an out being called.
5. **FLIP-FLOP RULE** – In the inning where the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (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 below the run rule then the new home team will bat. If they score enough runs to exceed the run rule, then the game is over. If they do not, then the game will continue under this format. If the situation reverses, then the teams would flip/flop again.

- **Teams may play after loss until 10 min before the next scheduled game.**
 - During this duration score will not be kept, but umpires will continue as a regulation game.

6. Ejection/Unsportsmanlike Behavior

- If a player is ejected for any reason, that player will be automatically ejected from the

team's next scheduled game in that league. Any player caught playing without sitting a game will sit out for two (2) additional games. If the player is caught playing in those game, he/she will be ejected for the remainder of the season.

Players will receive 1 warning before being ejected for using any foul language.

Any player who uses foul language directed at an umpire is subject to being ejected at the umpire's discretion.

- A flagrant ejection will result in a two (2) week suspension from the ball park, all games, all leagues.
- These rules apply on or off the fields, which means the entire ball park.

- **All ejected players must leave the premises immediately.**

Consistently flagrant unsportsmanlike behavior can result in expulsion for the season, year, or indefinitely.

- Team Captains are responsible for behavior of their team & spectators. Failure to control the actions of the team or spectators will result in forfeiture of that game.
- **Anyone threatening or handling an official or umpire may be liable for charges and banishment from all future City of Burleson & USSSA athletic activities for up to a minimum of one (1) year.**
- **Fighting Policy: Players involved in fighting will receive a 180 day suspension for the first punch. All other players will receive a 90 day suspension.**

7. Only the batter, on deck batter, and base coaches will be allowed outside the dugout when their team is at bat. All others shall remain in the dugout for safety reasons. If an offensive player or piece of equipment, outside the dugout, interferes with the play, the runner closes to home is automatically out.
8. The Umpires shall deem if the player is ejected or disqualified. A disqualification results in the player being removed from that game only. An ejection results in the player being removed for the remainder of that game, plus that team's next scheduled game.
9. No infield practice will be allowed prior to the start of the game. Warm up areas are located outside the fence.
10. All substitutions must be reported to the umpires at the time of substitution. Violations must be protested by the opposing manager. The penalty will be the ejection of the unreported substitute at the time it is discovered. All substitutions will be in accordance with USSSA rules.
11. Completed lineups must be submitted to the umpire before game time.

V. **League Classifications and Home Run Rules**

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|---------------|----------------|
| Men's Super D | 3 Unobstructed |
| Men's D | 3 Unobstructed |
| Men's E | 1 Unobstructed |
| Co-Ed D | 3 Unobstructed |
| CoEd E | 1 Unobstructed |

Once a team has reached the limit, each additional home run will be an out.

For all COMBINED divisions, the rule will be **NO spotted runs, and only 1 unobstructed home run allowed.**

VI. Pitching Regulations

There will be no fake pitching. All other USSSA pitching rules will apply. We will also be using a strike zone mat. Anything that hits the mat will be considered a strike if it is within pitching height requirements.

The strike zone mat is NOT an extension of the plate. When tagging home, you MUST tag the actual plate.

VII. “UP THE MIDDLE” Rule

At the discretion of the Umpire a player may be called out, ejected or suspended for any act deemed flagrant from hitting the ball up the middle at the pitcher. Players are warned in this rule that any verbal threat towards another player will result in immediate disqualification.

Halo Rule – This rule has been put in place to protect the pitcher. Under the Halo Rule a “Dead Ball Out” is when a batted line-drive hit directly through the “Halo Zone”.

- The “Halo Zone” is a box measuring 1 foot on each side of the pitching plate/rubber and from the ground to one (1) foot above the pitcher’s head.
- If the ball hits the ground prior to the pitching plate/rubber, it is a ground ball regardless if the pitcher is in the “Halo Zone”.
- If a line-drive is hit through the “Halo Zone” (caught or not) it is a “Dead Ball Out”.
- Pitcher is not protected if the ball is hit outside of the “Halo Zone”.

VIII. 5/5 Co-Ed Rules

1. A team shall consist of 5 Male and 5 Female players, or 6 Male and 6 Female players if the DH’s are used. Males and Females must alternate in the batting order.
2. Courtesy Runner – A courtesy runner of the same gender may be used once per inning for a total of two (2) courtesy runners per inning, One (1) Male and One (1) Female. The courtesy runner may be any player of the same gender on the roster, who is present, eligible, and has not been ejected or disqualified for the current game. The Courtesy Runner MAY NOT, under any circumstances be substituted for. Should a courtesy runner be on base when it is their turn to bat, they are removed from the base, resulting in an out awarded to the defensive team, and the courtesy runner bats in their normal spot in the batting order.

IX. Protests

Protests will be accepted on player eligibility and rule interpretation. Protest of umpire’s judgment will not be accepted. The protest on rule interpretation must be filed before the next pitch is thrown. Player eligibility must be filed with the umpire before the last out of the last inning (on player eligibility the protesting team must have a Roster on file with the Ball Field Attendant and all players ID’s). A \$25.00 cash protest fee must accompany a protest. The remaining game will be finished, following the game, both teams need to report to the Ball Field Attendant with ID’s. If any player being protested does not report to the Ball Field Attendant after the game, their team will be declared a forfeit. If the protest is upheld, the fee will be refunded. For all rule interpretation protest a written statement must be filed with the Recreation Department the next business day by 5:00 PM.

X. Rain-Outs, Updates and Schedules

Field status will be posted on the Athletics division website by 4:00 PM on the day of the game. You may also sign up online to receive a text & email when your game has been cancelled. To

check your schedule or view rules you can visit this same site, which is:

www.teamsideline.com/burlesontx .

***If you are in need of players check out the Free Agent tab on the athletic website.**

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