

City of Clayton
Parks and Recreation Department
Softball Rules
Coed Double Header League
Revised 9/2021

Fields & Equipment:

1. The Recreation Department will supply bases, balls, scorebook and one umpire.
2. A 12-inch restricted flight ball will be used.
3. Metal spikes are not allowed.
4. Field modifications.
 - *Field #2 has a fence in the outfield in right field and right center*
 - Any ball that bounces over or rolls under the outfield fence will be ruled a ground rule double.
 - There is a limit of 5 homeruns per game per team.
 - Every fair ball hit over the fence after the 5th homerun will be ruled an automatic out.
 - Any ball hit where there is no fence (center and left field) is a live ball.
 - A GROUND RULED DOUBLE will be awarded if all the following occur:
 - The ball hits the tree in fair territory down the right field line.
 - *Field #5 and #6 has a fence in the outfield*
 - Any ball that bounces over the outfield fence will be ruled a ground rule double.
 - There is a limit of 5 homeruns per game per team on Field 5. Field 6 has no HR limit.
 - Every fair ball hit over the fence after the 5th homerun will be ruled an automatic out on field 5.
5. A list of legal bats can be found at: www.ussa.com
 - A player found using an illegal bat will be ejected.

Players and Substitutions:

1. All rosters are due to the league coordinator before the first game. No players are allowed on the field before signing the roster. Players may not be added to the roster after the third week. Contact the nightly league coordinator to add players to the roster.
2. A minimum of eight players are required to start or continue a game. Additional players may be placed at the end of the batter order after a complete inning.
3. Teams must play the field with an equal or greater number of women to men.
4. Teams may bat their entire roster, alternating men and women in the batting order. Once the game begins the batting order may not be changed.

5. On Fields #2 and #5, there can be a maximum of 6 players playing in the infield; this includes the pitcher and catcher. Field #6 has an overly large infield. Outfielders will be allowed to play in the dirt however may be asked to back-up based on the umpire's discretion.
6. Teams may substitute freely.
7. Courtesy runner
 - If a player has an injury or medical condition that he/she is able to bat but unable to run, a courtesy runner may be requested. The umpire will use their discretion when allowing a courtesy runner.
 - a. This request must be made prior to the beginning of the game.
 - b. The player of the same gender who committed the last out becomes the runner.
 - c. The courtesy runner must be used every time the player who is requiring the runner makes it safely on base.
 - If a player is injured during the course of the game and a courtesy runner is necessary, the player of same gender, as the injured player, who committed the last out, becomes the runner.
 - No pinch runners other than courtesy runners are permitted

5. Roster Checks

A team may request a roster check if there is suspicion that the opposing team is using players not listed on their team roster. The request must be made to the umpire prior to the start of the third inning. The sports coordinator on duty that night will check each team's roster. If a player is found who is not on the roster, the guilty player will immediately be removed from the game. If that team is left without the minimum 8 players, the game will be declared a forfeit.

Rules for the Regular Season and Playoffs:

1. The City of Clayton follows the USSSA rulebook. Here is the link:
<http://www.ussa.com/sports/Announcements.asp?Sport=17&AA=438>
2. The clock will start at scheduled game time. After 10 minutes the 1st game will be declared a forfeit. After 60 minutes have passed, the 2nd game will be declared a forfeit.
3. Forfeited games will not be rescheduled.
4. Teams that forfeit two weeks of game (2 double headers) during the regular season will be removed from the schedule without a refund.
5. Double header games will operate as two 55-minute games from the scheduled start time. If the time limit is reached before the start of the seventh inning, the current inning will be completed. No full inning is to begin after 55-minutes from the hour.
6. The season will consist of 8 regular season games (2 per week) followed by a single elimination playoff tournament. All teams will qualify for the end of season tournament. The playoff bracket will be posted following the regular season.

7. The playoff schedule will be posted following the regular season. If there are an odd number of teams we will have a play in game, which will be played by the two teams that are lowest in the standings. The winner of the play in game will be able to compete in the playoff bracket. We will make every effort to have the play in game on the same night as your regular season games.
8. The captain of the winning team is required to sign the game card presented by the umpire.
9. The umpire has the right to end a game at any time due to darkness, bad weather or other conditions or circumstances that make play unsafe. If an inning is not finished at that time, the score will revert back to that of the last full inning played. A game becomes official if four innings (3 ½ if the home team is winning) have been played. This applies for the regular season and playoffs.
10. Any game ending in a tie after the time limit is reached or at the end of 7 innings will be recorded as a tie.
11. Mercy Rule – The follow run rules apply. A team will be declared winner if:
 - Winning by 20 runs after 3 innings
 - Winning by 15 runs after 4 innings
 - Winning by 10 runs after 5 innings
12. Only one appeal on a base runner may be made per play and must be made before the next pitch. The ball is dead during an appeal.
13. Base runners must keep in contact with their base and may leave ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.
14. After the first inning, no warm up pitches will be allowed, except when a pitching change is made.
15. A legal pitch must be a minimum of six feet in height from the ground and not rise higher than twelve feet in height from the ground.
16. At least one foot is required on the pitching rubber for the pitcher to make a legal pitch.
17. When a defensive player clearly has the ball and is waiting for the runner and (in the judgment of the umpire) the runner deliberately and forcefully runs into the defensive player, the runner is declared out. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of collision.
18. When a base runner is intentionally obstructed by a fielder - who is not in the act of fielding, does not have the ball or fakes a tag, the umpire's judgment will be used to award bases accordingly.
19. Bunting or chopping down at the ball will be ruled an automatic out per the umpire's discretion.
20. Each batter will have the count of 1 ball and 1 strike when they reach the batters box. If a batter has 2 strikes and hits a foul, the batter is out and the ball is dead.
21. Any legal pitch that hits any part of the plate or strike zone mat will be called a strike.
22. A walk given to a male will result in the batter advancing to 2nd base and leaving 1st base unoccupied. The next batter (female) has the option to bat or accept a walk.

23. The home plate extender ***is not considered to be part of home plate***. For example, a runner must tag the actual home plate to be considered safe. Touching the extender will not count.
24. Only feet first sliding is allowed. A base runner that slides head first will result in an automatic out. If a player is trying to return back to a base they have already gained, they are allowed to dive back in head first.

Conduct:

1. Only the captain and the involved player will be allowed to discuss a play with the umpire; if the umpire allows any discussion. Any players leaving their position or leaving the bench will be subject to ejection from the game.
2. Any player who is excessively arguing calls may be ejected. If a player is ejected on two separate occasions, he/she will be banned from the league indefinitely at the discretion of the league supervisor. This may also result in team penalties or loss of game.
3. Any player or captain who threatens any league official or representative in any way, (verbally or physically) will be banned from the league indefinitely. This may also result in team penalties or loss of game.
4. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
5. Any player throwing equipment in frustration shall be ejected from the game.
6. ***Any player or manager who is ejected from a game may not play in their team's games the following week (both games).***
7. PLAYERS WHO HAVE BEEN EJECTED MUST LEAVE THE PARK WITHIN FIVE MINUTES OR THEIR TEAM WILL FORFEIT.
8. The league supervisor will determine length of suspensions with severe or repeat offenses. Teams may be suspended for displaying behavior detrimental to the league without refund.
9. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any items that need to be addressed to the team.
10. It is the duty of the captain to relay all information given to his/her team.

Miscellaneous:

1. WEATHER: Please call the sports hotline for updates regarding field conditions and game cancellations. The hotline will be updated daily at 4:00pm. The hotline number is 314-290-8515.
2. Make-up games will be played at the end of the regular season. Revised schedules will be e-mailed to the captains and can also be found on the web-site.

3. There will be no refunds for any games not played due to forfeits.

4. **NO GLASS BOTTLES OR SMOKING OF ANY KIND ARE ALLOWED IN SHAW PARK.**