



# Adult Softball Program

# SENIOR RULES & REGULATIONS

**Revised (9/3/2021)**

\*CONCORD RULES ARE BASED ON USSSA SOFTBALL RULES. ANY INFORMATION NOT FOUND IN THE FOLLOWING RULES SHOULD BE REFERED TO USSSA RULES AND REGULATIONS @ [WWW.USSSA.COM](http://WWW.USSSA.COM)

## ARTICLE 1 - GOAL

- Section 1.** To provide an organized athletic event that promotes fun, fellowship, competition, and good sportsmanship.
- Section 2.** To provide an opportunity to engage in constructive leisure pursuits.

## ARTICLE 2 - ORGANIZATION

- Section 1.** The Athletic Supervisor and its appointed agent(s) will be in charge of the league and responsible for the organization and functioning of the league; will decide on all matters and policies pertaining to the league; and shall cooperate in every way to make the softball program successful.
- Section 2.** Each team coach shall be responsible for the conduct of the team and fans and for the handling of their team business.
- Section 3.** The Athletic Supervisor and his appointed agent shall keep all records of teams, players, and business handled by the league as a whole. The Athletic Supervisor and his appointed agent will be responsible for drawing up schedules, rules, and standings.
- Section 4.** No Alcoholic Beverages are allowed on Concord Parks and Recreation Facilities. If you are caught with alcoholic you will be asked to leave the facility and will be suspended until further notice (7/6/16)
- Section 5.** Games will be played at WW Flowe Park, Myers Park, or Hartsell-Bernie
- Section 6.** Teams will be responsible for having same color shirts with numbers on back and no duplicating numbers. (Revised 9/2/21)

### ARTICLE 3 - ELIGIBILITY

- Section 1.** All team rosters must be turned in to the scorekeeper or site supervisor before you play your first regular season game. If your roster is not turned in, you will forfeit your first game.
- Section 2.** Players must be 40 years of age or older before the first scheduled games of playing season. You must present a photo ID to an athletic staff member before your first game. Any additional players that are placed on the roster must present a photo ID to an athletic staff member before they participate.
- Section 3.** There is a limit of 20 players on league team rosters for all leagues.
- Section 4.** A player's name and signature must be on the roster to be eligible to participate.  
A team may add players up to the fifth regular season game. **A team can add players if their numbers drop to 9 or below after the fifth regular season game, but must seek approval from league coordinator**
- Section 5.** Players must play in five regular season games to be eligible for play-offs.  
**No Exceptions!**
- Section 6.** Players caught playing under an assumed name will be ineligible for the remainder of the season. All games in which ineligible player played in will result in a forfeit. The team manager will also be suspended for two games.

### ARTICLE 4 - UNSPORTSMANLIKE CONDUCT

- Section 1.** A player or coach ejected from a game for unsportsmanlike conduct (arguing, throwing equipment, profanity, etc.) will be suspended from playing in the team's **next scheduled game (ONE game suspension)**. (Revised 9/10/2013)
- Section 2.** A player or coach ejected from two games will be suspended from the league for the remainder of the season.
- Section 3.** A player or coach ejected from a game for fighting, threatening, striking, an opposing player, coach, staff member, officials, or other league personnel will be **suspended from the league indefinitely**.
- Section 4.** If a team shows continued unsportsmanlike conduct during the progress of a game or during the season, the game and seasons remaining games will be forfeited to their opponent(s).
- Section 5.** A player or coach who does not abide by the rules and regulations of the Concord Parks and Recreation Department Adult Softball League will be suspended from the league.

## ARTICLE 5 - PROTEST

- Section 1.** All protest will be handled within 24 hours. Protest must be made before the next pitch is thrown at time of the infraction to site supervisor and umpire. Protest must be made to the umpire and scorekeeper. NO JUDGEMENT CALL CAN BE PROTESTED. A \$100.00 protest fee must be submitted to the athletic office and a written protest within 24 hours, for all protest including illegal players, and it is refundable if the protest is upheld.
- Section 2.** Rule interpretations and illegal players will constitute a legal protest.

## ARTICLE 6 - PLAYING RULES

USSSA Official Rules and Regulations govern all league play with the following exceptions:

- Section 1.** The athletic supervisor, after contact with all teams, may add to and alter existing rules to keep the program goals and objectives attainable.
- Section 2.** The 10 run rule shall be in effect for all games after five innings of play, 15 run rule shall be in effect for all games after four innings of play. If the visiting team is losing by 20 runs after two and one half innings, the game is over. If the home team is losing by 20 runs after 3 innings, the game is over.
- Section 3.** There is a limit of 7 (Revised 7-1-2014) home runs per team (over the fence home runs only). Any home run after the limit will be considered an out and runners will not advance. **You do not have to run the bases on a homerun.**
- Section 4.** Teams may add up to a tenth player to the lineup at anytime without a penalty. Player must be placed at the end of the batting lineup. **Teams will be allowed a (2) DH and may bat 12 players max. Teams may also have a DH for the pitcher position ONLY. (Revised 4-5-21)**
- Section 5.** **Flip/Flop at bats for Home Team:**
- A. In the last inning when the visiting team is ahead by 8 runs, the home team will bat first in the inning.
    - a. If the home team scores less than 8 runs, the game is official.
    - b. If the home team scores more than 8 runs, the visiting team should receive their at-bat in order to tie or win the game.
- Section 6.** There will be a 10-minute grace period on the first scheduled game. The time will be taken away from game time. There will be a 10-min rest period between double headers. (REVISED 9/10/2013)  
The scorekeeper/umpire/site supervisor will keep the time.

**Section 7. Teams May Start with 8 of their players.**

Teams who start with eleven or twelve players can finish with one less than they started. Under the following circumstances: a player must leave for work, etc; a player gets injured and there is no replacement. No penalty is assessed when that player's position comes to bat. It is skipped in the lineup. Once you drop to 10, 9, or 8 players, you cannot reenter players to the game to the original starting number unless you legally substitute. A team playing with eleven or twelve players and has one to get ejected must replace that player in the lineup. If no replacement player is available then the game is forfeited. Teams can start with 8 players but the 9<sup>th</sup> batting spot will be automatic out until the missing 9<sup>th</sup> player arrives and he or she will be put in the 9<sup>th</sup> batting position.

**Section 8.** A game will be an official game after five innings has been completed (4 and  $\frac{1}{2}$  innings) if the home team is ahead or if rain or suspension for inclement weather or other related matters occur.

**Section 9.** Regular season games suspended before an official game status will be replayed from the beginning.

**Section 10.** In case of rain coaches need to call the Athletic Information line at 920-5640 by 3:00 p.m. to see if games are cancelled. If games are not canceled by 3:00 pm, teams must go to the field. Site supervisors and Umpires will make a game time decision as to the playability of fields. If the first game is canceled, all subsequent games will be canceled.

**Section 11.** There will be a 1-hour time limit on all regular season games and tournament games. Time will start with the first pitch. (REVISED 4/3/2014)

Exceptions:

- A. If the Game is tied at the end of the time limit.
- B. Extra Innings will be played until a winner is determined.  
(Revised 7-28-21)
- C. If the home team has not had their time at bat at the end of the time limit
- D. Championship Tournament game will not have a time limit. These games will go Seven (7) innings. The run rule will apply in these games.

**Section 12.** A minimum six (6) foot commitment line shall be marked across and perpendicular to the foul line and placed thirty feet from home plate. Once a runner has crossed the commitment line he/she cannot return to third base and must continue home, can no longer be tagged out by the defensive player, and the defensive player must touch the Home Plate Mat. The ball remains live.

**Section 13. Scoring Plate/Line:** A base runner's foot down on or down past the scoring line or down on the scoring plate prior to the ball being received by a defensive player touching the Home Plate Mat results in the scoring of a run.

**Section 14.** A Home plate mat will be used. It is a strike if the ball lands on the Home Plate Mat or Home Plate.

- Section 15.** Any legal player on the team's roster can be a courtesy runner, but only once per inning.
- Section 16.** Teams not abiding by the rules and regulations will be subject to dismissal from the league without a refund of team entry fee.
- Section 17.** In case of a tie in the league standings, tournament pairings will be determined by the following; Head-to-Head then Run's allowed, Run's allowed and last if still tied a coin flip.
- Section 18.** Games will not be rescheduled due to conflicts with other activities. If you know of functions or events that prevent you from playing on a given date, please notify the athletic supervisor before the schedule is made out so that arrangements can be made.
- Section 19.** Teams may practice on a field if a game is declared a forfeit for **50 minutes ONLY**.
- Section 20.** Any team forfeiting three games because of a lack of players will be suspended from the league. No entry fee will be returned. Teams must notify the supervisor about all forfeits.
- Section 21.** Any team or player that withdraws from a game or removes its players from the playing field will be dismissed from the league and all games canceled that are scheduled. Entry fee will not be refunded.
- Section 21.** Teams will be allowed a total of 1 courtesy runner per inning. Courtesy runner does not have to be the last out.
- Section 22.** **A SAFETY NET WILL BE ADDED AT THE PITCHING POSITION; THE FOLLOWING RULES WILL APPLY TO THE POSITION OF THE SAFETY NET. (1) THE NET CAN BE UP TO 4 FEET IN FRONT OF THE PITCHER RUBBER AND UP TO 1 FEET TO EITHER SIDE OF THE RUBBER. (REVISED 4/5/16)**
- Section 22**  
(Continued) **THE FOLLOWING RULES WILL APPLY WITH THE SAFETY NET: (1) A 1&1 COUNT ON BATTER WHEN HE/SHE STEPS INTO THE BOX (2) PITCH ONE HE/SHE HITS THE NET THAT IS A FOUL BALL (3) PITCH TWO HE/SHE HITS THE NET THAT WILL BE THE GOOD FOUL (4) PITCH THREE HE/SHE HITS THE NET AGAIN IT'S A STRIKE BATTER IS OUT. ANYTIME THE BATTED BALL HITS THE NET IT'S A FOUL BALL, THEREFORE IF YOU USED YOUR GOOD FOUL ALREADY AND HIT THE NET ON THE NEXT PITCH YOU ARE OUT.**
- Section 23** Teams are not allowed to pick up players from other teams or leagues. Only team roster players are allowed to play on team.

## ARTICLE 7 - EQUIPMENT

**Section 1.** Ball – Any brand USSSA or GSL stamped Pro-M, Classic-M balls or 44/375 compression balls.

**Section 2.** Bats – Stamped with 1.21 BPF or SSUSA approved bat, or ASA 2000 or 2004 stamped.

**NO altered bats are allowed. If an umpire or site supervisor finds a bat that's illegal the game will be a forfeit. All teams are to make sure bats used are within the guidelines. (REVISED 9/10/2013)**

**Section 3.** All players are required to wear a numbered shirt, same color during all games without duplicating numbers.

## ARTICLE 8 - AWARDS

**Section 1.** Plaques will be given to the top two teams in each league for the regular season. Tournament winners will be given T-shirts and the tournament runner-up will get a plaque.