



2026 Adult Softball League Rules and Regulations

CORVALLIS PARKS AND RECREATION DEPARTMENT

1310 SW Avery Park Drive | 541-766-6918

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OVERVIEW

2026 RULE CHANGES / ADDITIONS:

- Rule 2.1: New Advisory Board Members.
- Rule 5.3-C: Lighting and thunder protocol.
- Rule 5.5: Teams may only add enough nomads to bring their team roster up to 9 (previously 10).
- Rule 6.3: Wood bats allowed in all leagues.
- Rule 8.5: Halo rule added to all Corvallis leagues.
- Rule 16: Scoring & commitment line added to Corvallis Coed.
- Rule 15 & 17: Family League changed to regular Coed batting, defensive, and roster rules.

2025 RULES REMOVED:

- Rule 5.4-B1: Teams may borrow a catcher from the opposing team to avoid forfeiture. This is not required of the opposing team. If a catcher is borrowed, no plays may be made at home Rule (Borrowing a catcher is no longer allowed).
- Rule 18 & 19: Coed Family/Church League Rule Additions.
- Rule 20: Men’s Double Header Equalizer Rule.

1 LEAGUE MANAGEMENT

PROGRAM COORDINATOR: Eva Daliana | W: 541-754-1706, C: 503-877-2224 | eva.daliana@corvallisoregon.gov

INCLEMENT WEATHER LINE: 541-766-6921

- A. The Program Coordinator has final authority to make decisions pertaining to all softball league rules, regulations, and schedules; to act in the best interest of the City of Corvallis; and to make decisions in the spirit of competitive balance and fair play.
- B. Upon registering as a team in leagues coordinated by the City of Corvallis, each team and all participants agree to abide by Parks and Recreation's rules and regulations.
- C. Parks and Rec staff and umpires may stop, postpone or cancel any game due to weather, darkness, unsafe conditions or other circumstances that may jeopardize participant safety in anyway, including games in which player behavior is deemed out of control.

Parks & Recreation Sports Management Team Sideline Page:

<https://www.teamsideline.com/sites/Corvallis/home>

1.1 TEAM CLASSIFICATIONS / DIVISIONS

The Program Coordinator and Softball Advisory Board have full authority to take measures they deem necessary to create balance among all the leagues. The primary goal is to create divisions that are evenly balanced, enjoyable, and involve as many teams as possible in the program.

- A. Team Managers must complete the [Team Placement Questionnaire](#) to ensure proper division placement.
- B. Past team performance may be considered during division composition.
- C. Number of returning and new players may be considered during team classification.

2 SOFTBALL ADVISORY BOARD

The Softball Advisory Board Charter can be found [here](#).

- A. The Softball Advisory Board provides counsel and recommendations to the Program Coordinator in governing league play. The Board provides input, perspective and opinion on current aspects of the Softball program and proposed new initiatives, all for the purpose of maintaining fun and competitive leagues.
- B. The Advisory Board will consist of team managers/players from each league, the Softball Program Assistants, and the Program Coordinator for the Parks and Recreation Department.
 - a. Note: Only women will serve as the Women's League representative.
- C. Board members are selected by an application process every 2 years.

2.1 2026 & 2027 MEMBERS

Member	League(s)
Dana Gonzalez Avery	Coed & Family
Freddie Woekel	Coed & Men's
Jason May	Men's
Kevin Armentano	Men's
Neil Abrew	Coed & Men's

Member	League(s)
Paul Jaques	Coed & Men's
Rachel Hart	Coed & Women's
Stacey Barnes	Women's
Sylas Caputo	Men's
Virgil Tuhy	Coed & Men's Double Header

3 ELIGIBILITY AND PARTICIPATION

3.1 PLAYER ELIGIBILITY

- A. **Men's, Women's and Coed leagues:** Players must be at least 18 years old and going to graduate from high school this school year (2025-2026).
- B. **Family Coed league:**
 - a. Players must be at least 14 years old to participate.
 - b. Parents/guardian and Team Managers should evaluate the minor's skill level and physical capability to ensure they can play safely with adults.
 - c. Players under 18 must have a parent/guardian complete a roster and emergency contact form.
- C. **50+ league:** Players must be at least 50 years old or turning 50 by the end of the calendar year. Example: A player may play in the 2026 league as long as they turn 50 by December 31, 2026. Men

3.2 ROSTERS

- A. To be eligible, players must be added and "enrolled" on the official team roster through the TeamSideline website (not the app) prior to playing in any league games. Failure to comply subjects a team to forfeiture of games in which ineligible player(s) participated.
 - 1. Official team rosters must be completed on TeamSideline.
 - a. Initial roster deadline for all leagues - **Friday, May 8, 2026.**
 - 2. Rosters are not limited to a maximum number.
 - 3. New players may be added to rosters after the initial roster deadline date.
 - 4. **Final deadline to add new players for all leagues – Tuesday, June 30, 2026.** TeamSideline rosters will be locked after deadline.
 - a. After the deadline, appeals to add players solely for replacing injured team members must be submitted to the Program Coordinator.

3.3 ELIGIBILITY FOR TEAMS

- A. **A player can only be on one roster per scheduled league.** No player may be on two different teams' rosters within the same league.
- B. A player can be on more than one team in different leagues.
 - 1. Men can join a Men's Single, Men's Double Header, 50+, Sunday Coed, and Family Coed teams.
 - 2. Women can join a Women's, Sunday Coed, 50+, and Family Coed teams.

3. Players CANNOT play on two different Sunday Coed teams, even if they are in different cities (Corvallis and Albany).
- C. Women cannot play on a men's team per USA rule 4-1- B. "Male rosters shall include only male players, and female rosters shall include only female players."

3.4 PLAYER CHANGE

If a player decides to transfer to another team within the same league, both team managers must agree, in writing, to the change. Player must register for new team roster; sit out one game (if this rule applies). EXCEPTION: if a team forfeits out of the league, players may register for another team.

VIOLATION OF ANY OF THE TEAM REQUIREMENTS AND ELIGIBILITY WILL MEAN FORFEITURE OF GAME(S) AND/OR SUSPENSION FROM LEAGUE PLAY.

4 SOFTBALL AND ADULT SAFETY AWARENESS

As adults, we play softball for many of the same reasons that children do. We like to compete, have fun, and continue to share the excitement of playing a sport we love with friends. However, just as youth players play against others in their own age group to achieve a relatively fair and safe playing field, adults have to make certain considerations regarding fair and safe play. While it is common sense that an "A" player should not bat against a certain "Novice" pitcher, some leagues form in ways that could produce just such a situation. Coed leagues often bring together a wide range of skill levels. To help prevent these mismatches, managers should be honest in preseason skill surveys and, when rosters include several high-level players, consider placement in a stronger division

While it is nice to try to accommodate everyone, it is wise to keep players of widely different ability levels from playing against each other in the same game or league. There is a greater likelihood of injury in games where players having a wide disparity of skill levels are playing in the same game. As a general rule, adults are going to hit the ball faster and harder; therefore, there is often a greater risk of injury. The game of softball is played with bats and balls. Although termed a 'softball', a softball is a hard object that can cause serious injury or even death. As such, at all levels of the game, especially adults, horseplay with bats and balls should never be tolerated. ***It is strongly recommended that at least one player on every team is First Aid/CPR Certified.**

Smoking, Vaping and consuming alcohol on Corvallis and most Albany city property (parking lots, parks and sports complexes) is a violation of City of Corvallis and City of Albany ordinance. Violators are subject to arrest and/or fine. The umpire has the authority to forfeit the game if players, managers, or spectators are smoking, vaping or consuming alcohol on City property before, during or after a game. We encourage teams to inform their spectators of this City ordinance.

TEAM MANAGERS ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR TEAMS IN RELATION TO LANGUAGE, RULES, SPORTSMANLIKE BEHAVIOR, ETC.

GENERAL RULES AND GAME REGULATIONS

(Applies to all leagues)

CURRENT [USA Softball Association SLOW PITCH rules](#) GOVERN PLAY EXCEPT THE VARIATIONS DENOTED HERE. THE CORVALLIS PARKS AND RECREATION DEPARTMENT RESERVES THE RIGHT TO MODIFY RULES, REGULATIONS AND POLICIES WHENEVER DUE CAUSE WARRANTS A CHANGE.

5 GAME PROTOCOL, FORFEITS, TIME LIMITS

5.1 GAME SCHEDULES

- A. Games will be scheduled by the Program Coordinator. Schedules will be posted to [TeamSideline](#) and linked to the Parks & Recreation website.

5.2 GAME LENGTH

- A. Games will be seven (7) innings or one hour and fifteen minutes in length, whichever comes first. No new innings may begin after one hour and fifteen minutes, unless the game is tied. All tied games must be played to a conclusion.
- B. In case of darkness or weather conditions after 4.5 innings have been completed and the home team is winning, the game is considered a regulation game.
- C. Start time is the scheduled game time. The game clock will begin at scheduled game time.

5.3 INCLEMENT WEATHER

- A. Team Managers and players can **call 541-766-6921 to verify game cancellations** due to weather conditions (such as rain, heat, or smoke). Decisions regarding weather-related cancellations will be announced at 3:00pm for weeknight games and at 12:00pm for Sunday games.
 - a. Team Managers will also receive email notifications through TeamSideline regarding weather-related cancellations and reschedules.
 - b. Important Note: even if the department cancels games due to inclement weather, and the weather improves later in the afternoon, the games will remain canceled.
- B. If rain, excessive heat, or smoke arises after 3pm on weekdays or after 12pm on Sundays, and the department confirms that the games are still on, the umpires will make on-site decisions regarding the game's feasibility. If the umpire initially starts the game but later postpones it due to safety concerns, all scheduled games on that field for the evening will also be postponed.
- C. If lightning is seen or thunder is heard, play must be immediately suspended and the game will be delayed for 30 minutes. Each new occurrence of lightning or thunder resets the 30-minute delay. If the game is delayed twice, it will be rescheduled.
- D. Weather makeup games: Every effort will be made to reschedule them on pre-set make up days or as doubleheaders on the league's regular playing day. If this proves to be impractical, makeup games can be scheduled on other weeknights, or, in exceptional circumstances, on a Saturday.

5.4 FORFEITS

- A. If a team manager knows that their team is going to be short players, the team is encouraged to seek nomad players, add free agents, or play short-handed (minimum of 7 players). Lastly, they can also choose to play as a forfeited game with an Umpire and Scorekeeper assigned. Please notify both the Program Coordinator (eva.daliana@corvallisoregon.gov, 503-877-2224) and the opposing Manager at least 24 hours in advance if forfeiting a game.
- B. A team can play with fewer than ten (10) players. **A team must have a minimum of seven (7) players to avoid forfeiture.**
 - 1. Teams may pick up Nomads to sub for missing players – see rule 5.5 below
- C. If a team forfeits three games, they may be suspended from further league play decided by the Program Coordinator. If a team uses an ineligible player and forfeits the game for that reason, the forfeit will count as one of the three forfeit games they are allowed.
- D. If a team drops or forfeits out of the league, the games won by that team will not count in the league standings and the team will not be eligible for the league playoffs.
- E. **Games will not be rescheduled due to team forfeits.**

5.5 NOMAD RULE

- A. Any team may pick up currently rostered player(s) from another team in the same league division, or a lower league division, (i.e. “nomad”) to play for their team to avoid forfeiting and play competitively.
 - 1. **Teams may only add enough nomads to bring their team roster up to nine (9).**
 - 2. Team Managers must notify the Scorekeepers/Site Leader prior to the start of their game if nomad players are being used. **If the Scorekeeper/Site Leader is not notified and a nomad is used, the game will be a forfeit even after being played.**
 - 3. If a player who is on the team’s current roster shows for the game late, the nomad player(s) must leave the game if it means there are more than nine (9) players. The current player would replace the nomad in the line-up.
 - 4. **A player may only nomad 3 times for the same team during the course of the season.**
- B. Players not on the roster of another team in the same league (i.e. free agents) are not eligible to be nomads. They need to be added to a team’s roster prior to the start of the game.
- C. **The Nomad rule will NOT be in effect for the playoffs.**

5.6 UMPIRES / SCOREKEEPERS

- A. A single plate umpire will be provided for each game. During championship games, a plate and field umpire will be provided if possible.
 - 1. In case of the absence of an official umpire, both teams may agree not to play the game, and it will be rescheduled by the Parks and Recreation Department. However, if the two teams do agree to play with another person acting as the umpire, the game will be an official league game.
 - 2. Teams cannot make requests to specifically select or exclude umpires for their games. Team Managers should meet with the Program Coordinator and Umpire Coordinator if there is an umpire safety concern.
- B. Site Leaders/Scorekeeper’s are provided for each game that keep a book.
 - 1. The official lineup card (containing first and last names of each participant) is due to the scorekeeper at least 15 minutes prior to scheduled game time.

6 EQUIPMENT

6.1 UNIFORMS

- A. Proper shoes must be worn to participate. Metal or ceramic cleats are not permitted at any time. Only rubber type baseball, soccer cleats or tennis shoes may be worn.
- B. It is recommended that pitchers wear safety masks during the game. Any player may wear a safety mask/helmet to prevent injury if they are so inclined.
- C. Although not required, it is recommended that players have a legible number on the back of their uniform/shirt to assist the Scorekeepers.

6.2 BALLS

- A. Parks & Recreation will provide the new game softballs and back up balls. All leagues will use these softballs.
 - 1. Men's League: 12"
 - 2. Women's League: 11"
 - 3. Coed League: Female batters: 11". Male batters: 12"
 - 4. Family Coed League: Male and Female Batters: 12"
- B. Ball specifications: COR level of .520 max, Comp. 300 lbs. max.
- B. The backup softball comes into play exclusively when the game ball is hit or thrown out of bounds. This protocol applies consistently whenever the game ball leaves the field of play. A game ball intentionally or unintentionally moved out-of-play by a player will remain in play.

6.3 BATS

Only 2011 – 2024 USA/ASA/NSA/USSSA bats are allowed for league play.

- A. Any legal bat with the USA/ASA/NSA/USSSA stamp may be used (it does not have to have the latest stamp). Wood bats are allowed but must have the USA/ASA stamp.
- B. Senior bats or bats on the USA softball non-approved bats are prohibited.
 - 1. The USA non-approved bats list can be found at <https://usa.asasoftball.com/e/BB1P2000.asp>
 - 2. Exception: All bat models approved for senior play by ISA, ISSA, SPA and SS-USA will be allowed for 50+ League.
- C. The bat shall be free of dents and visible cracks. Umpires may take a damaged bat out of play at any time.
- D. The umpire will make the final decision whether a bat is legal or not.

Any participant(s) or team who conspire to introduce illegal, altered or non-approved equipment into a game(s) shall be subject to sanctions determined by the Program Coordinator.

7 PITCHING

- A. **Pitching arc is 6 feet (minimum) and 10 feet (maximum)** for all leagues (USA Rule 6C-3). The ball shall be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.
 - 1. No quick or fake pitches.

- B. The pitcher may pitch from the pitching rubber or from the pitching area (between the front and back pitching rubbers / on the mat).
 - 1. After assuming their position, the pitcher must present the ball in front of them for at least one second.
- C. The pitcher may hold or grip the ball in any manner before the delivery.
 - 1. Only a definite underhand motion is permitted in the delivery of a pitch.
 - 2. The pitcher may release the pitched ball in any manner when delivering the pitch.
- D. If permitted by the umpire due to time considerations (usually 60 seconds after the last out), a pitcher may throw a maximum of three warm-up pitches each inning or 5 warm-up pitches upon entering the game in relief.
- E. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire (NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch).
 - 1. The umpire shall warn a pitcher who delivers a pitch with excessive speed that repeating such excessive speed pitch will cause the pitcher's removal from the pitcher's position for the remainder of the game.
 - 2. A pitch that does not arc the full 6 feet as required (flat level pitch) may not be an excessive speed pitch, but merely an unfairly delivered pitch.

8 BATTING & BASERUNNING

- A. All players who play in the field (defense) must bat. After the batting order is set, if a player must leave the game for any reason other than an ejection or an injury, that spot in the batting order is skipped in future at bats. Team Manager must inform the scorekeeper if a player leaves.
- B. If a player is ejected from the game, each time that spot in the batting order comes up, it is an automatic out.
- C. Players who throw their bat intentionally or unintentionally after hitting the ball, may be subject to ejection from the game.

8.1 COUNT

- A. The batter shall assume one-ball, one-strike count upon entering the batter's box.
- B. The batter will be allowed to foul off one pitch after two strikes. If a second foul ball should occur after two strikes, the batter will be declared out.

8.2 COURTESY RUNNER

This rule is for injured players only. A team may only use 2 courtesy runners per inning.

- A. The courtesy runner(s) must be declared to both the Site Leader/Scorekeeper and Umpire prior to the beginning of the game.
- B. The player must reach first base before they can have a courtesy runner. Injured players may only run to first base. If they run past first, their courtesy runner will start at first.
- C. Their replacement shall be the player of the same gender who made the last previous out.
- D. Once a player declares use of a courtesy runner, they have to use one for the whole game.
- E. All players that play defense must also bat when on offense.
- F. If a player is injured during the game, a team may use an additional courtesy runner for the injured player.

8.3 HOME RUN RULE

- B. A progressive home run rule will apply for all leagues. Each team will start with a limit of three (3) home runs. Following that, a progressive one (1) home run limit will be imposed.
- C. In practice, if both teams have reached the initial three (3) home run limit, one team can only hit one more home run than the other. For example, if Team A leads in total home runs over the fence with 4 compared to Team B's 3, Team A cannot hit another home run until Team B has hit 1 or 2 home runs.
- D. If a team has reached its HR limit the next home run out-of-park will be a dead ball out.

Note: In order to save game time, home run hitters do not need to touch first base as out-of-park home runs will be considered a walk-off.

Home Run Defined:

- A. Any ball that travels over the fence untouched (and any ball that hits the netting at Timber Linn and Bryant Park fields #3).
- B. Any ball that travels over the fence in the air via touching any part of a player and/or their equipment prior to going over will be considered a 4-base error and not count against that team's home run count.

8.4 DOUBLE 1ST BASE

- A. **Base set up:** The double first base should be positioned with the white portion in fair territory (normal first base position) and the orange portion in foul territory (a batted ball hitting the white is fair and a batted ball hitting the orange is foul).
- B. When using the double base, the batter-runner may use the white portion any time a play is not being made at first base. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter runner is now allowed to use the white portion of the base. Should the batter-runner overrun first base and return to either portion of the base before an appeal, an appeal is not allowed (USA 8-2).
- C. **Exception:** If a play is being made from first base foul territory, or an errant or missed throw pulls the defensive player into foul territory, the runner may touch the white or contrasting color portion of the base. This is not considered missing the base.

8.5 HALO RULE (ALL LEAGUES)

Halo Rule Defined:

- A. A dead ball out is called when a batted ball is a line-drive hit directly at the halo zone.
- B. The Halo zone is an imaginary box measuring 3 feet by 7 feet, the same size as the pitching mat.
- C. Any ball that travels through the designated pitchers box area from the ground to 7' in the air will result in a dead ball and the batter is out.
- D. If the ball hits the ground prior to the pitching rubber, it is a ground ball regardless if the pitcher is in the halo zone.
- E. If it is a line drive through the halo zone, it is a dead ball out.
- F. Pitcher is not protected if the ball is hit outside of the halo zone.
- G. If at any time, the umpire feels a ball was intentionally hit into the Halo zone the batter will be immediately ejected from the game even if it is the first offense.

9 SUBSTITUTION METHODS

- A. **Open substitution:** All players present at game time will bat. Rostered players arriving late can be added to the bottom of the lineup with no penalty.
- B. Defensively, there are no restrictions as to substitutions as long as there are no more than 10 players on the field at one time.
- C. Pitching changes may be made with one of the 10 defensive players on the field or a substitute player from the bench.

10 MERCY RULE

- A. If either team is ahead by 15 or more runs after 5 innings, the losing manager has the option of ending or continuing the game, unless there is 10 minutes or less remaining to play, in which case the game will end.
 - 1. **Flip-flop rule:** If the losing team is the scheduled “home” team, the home team shall begin the *final inning* of the game as the “away” team and vice versa.
- B. If losing team decides to continue the game, the next inning will be played. At the end of that inning, if the score difference is still 15 runs or more and, if there are less than ten minutes remaining, the game is then considered complete. If more than ten minutes remain, another inning may be played if losing team decides.
- C. The Mercy Rule is not in effect during championship or ‘if necessary’ games.

11 GAME PROTESTS

- A. All protests must be made to the umpire at the time the question arises and noted to the Scorekeeper/Site Leader.
- B. At the time of the protest, the official scorekeeper shall record all strikes, balls, and other information.
Protests can only be registered on rule infractions, not on judgment calls.
- C. A written protest must be turned into the Program Coordinator within 24 hours. Only the Team Manager or designated spokesperson can protest or question rule interpretations to the umpire.

12 UNSPORTSMANLIKE CONDUCT

Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will result in the player being ejected. Abusive or inappropriate conduct directed towards spectators, umpires, opposing players, league officials, or onsite staff before, during, or after games may result in the suspension of the offending player(s).

12.1 BASIS FOR PLAYER DISQUALIFICATIONS / EJECTIONS

- A. Use of obscene or profane language at games.
- B. Destruction of property at the site of league play.
- C. The Umpire has the authority to forfeit the game if any player, coach, or team manager is consuming any alcohol on City property before, during or after a team game.

- D. Any players or managers committing an unsportsmanlike act toward other players, umpires, scorekeepers, or spectators will be ejected from the game. **Ejected players must leave the field/park within 1 minute, they may not stay in the dugout or spectate from the sideline.**
 - 1. **If a player is ejected from a game, they are automatically suspended for one (1) game.** The Program Coordinator will determine if a multi-game suspension is merited and will determine the length of the suspension. Players or managers may appeal a suspension to the Softball Advisory Board if the suspension is longer than one (1) game.
 - 2. When a player is ejected from the game for an unsportsmanlike act, an out will be recorded each time their turn at bat in the order occurs.
- E. The Umpire has the authority to forfeit a game if a player is ejected from the game and refuses to leave the field (USA Rule 5-4-G).
- F. Any player striking an Umpire or another player will be suspended from further league play that season.
- G. Game suspensions can carry from the current season to the next.

13 PLAYOFFS

Playoff scenarios are subject to change based on weather, or other occurrences throughout the season.

- A. At the end of the season, there will be a playoff to determine the champion for each league.
- B. The playoffs will be double elimination for all leagues.
- C. During championship game nights, if the “if necessary” game needs to be played. Teams will flip-flop “home” and “away” for that game.
- D. The higher seeded team from the regular season standings will be the home team in each playoff game.
- E. Playoff champions win T-shirts.

13.1 FINAL STANDINGS

- A. Final standings shall be determined on a win/loss record. In case of any tied records, the tie-breaker will be determined by:

1. Winning Percentage	5. Total Runs Against
2. Head-To-Head	6. Total Runs Differential
3. Hea-To-Head Differential	7. Lowest Number of Forfeits
4. Total Runs For	8. Coin Toss

13.2 PLAYOFF ELIGIBILITY

- A. For playoffs, all players must be listed on a TeamSideline roster by the deadline and will need to present a photo I.D. to the Scorekeeper before each playoff game.
 - 1. Accepted forms of ID include a driver's license, school ID, or passport. The ID must have a full name, photo, and be current (not expired). A photo of current ID is acceptable.
 - 2. Team line-ups and players with I.D. should check in with the Scorekeeper ten minutes before the game starts.
 - 3. Team rosters will be available on-site for clarifications regarding player eligibility.
 - 4. Players not listed on your roster or do not have a valid ID will not be allowed to play.

14 MISCELLANEOUS

- A. Notify the Program Coordinator of any potential scheduling errors. The Parks and Recreation Department will make every effort to resolve logistical issues.
- B. TeamSideline is the primary source for up-to-date league info including schedules, standings and rules.
- C. Blood Rule: When blood is visible, the game will be stopped to allow for quick dressing of wounds. Wounds must be covered, and no blood can be visible before player may return to play.
- D. Wearing jewelry is discouraged for safety reasons.
 - 1. Players must tape, cover or remove jewelry during active participation if the umpire identifies a safety hazard.
 - 2. Casts (plaster, metal or other hard substance or any other item deemed dangerous by the umpire) may not be worn during the game.
- E. Music may be played in the dugouts at a low volume. Music may not contain profane language or subject material. At any point, umpires can ask teams to turn it off.
- F. Children are welcomed at games but need to be supervised by a designated adult not currently playing in a game.
 - 1. Children are not allowed in the dugouts during play for safety reasons.
- G. Play at your own risk. All players are responsible for their own insurance coverage. The City of Corvallis does not provide accident insurance for league participants or spectators.

COED LEAGUE RULE ADDITIONS

Regular USA slow-pitch rules and general rules and regulations above apply to Coed leagues.

15 BATTING ORDER

A team may play with fewer than 10 players. See batting order and defensive positioning rules below. If a team has five male players, they must have at least three females for either batting order to work.

- A. The batting order must alternate male and female batters.
- B. A courtesy runner must be of the same gender as the injured player.
- C. Teams may use Open or Wheel batting order.
- D. Any walk to a male batter will result in a two-base award for the batter. Runners are advanced only if forced to advance. The next batter (a female) will bat. Exception: with two (2) outs, the female batter has the option to walk or bat.

15.1 OPEN BATTING ORDER

- A. If a team has more males than female players, the extra male(s) must alternate times at bat, with another male(s) in the same batting position. No other males may alternate into this batting position or any other batting position.
 - 1. Example: If there are seven (7) males and five (5) females, the two (2) extra males must share another batting position, and alternate times at bat with two (2) other males. The five

(5) females would have their own batting position and would not be able to share a batting position with each other. Players may only share a batting position when that team has more of one gender in the line-up. This is determined by the Team Manager.

- B. If a team has more female than male players, additional female players may follow each other at the end of the batting order, or have the option to share a batting position with another female batter, and alternate times at bat, in the same batting position. This is determined by the team manager.

15.2 THE WHEEL BATTING ORDER

- A. Teams can bat as many players as they want, even if the male to female ratio is uneven.
- B. All players present must be listed in order in the scorebook. For scorekeeping ease, it helps to list all of one gender and then list all of the other gender instead of alternating.
- C. The batting order must always alternate male/female. A batter will always follow the same person of the same gender throughout the game.
- D. Players arriving late can be added to the bottom of the lineup with no penalty.

16 SCORING & COMMITMENT LINE RULE

To improve safety and eliminate contact plays at home, a Scoring Line and Commitment Line will be used in Coed leagues.

- A. **Commitment Line:** A 3-foot line drawn 30ft from home plate, perpendicular to the foul line.
 - 1. Once a runner crosses this line they cannot return to third base and must continue home. They cannot be tagged out, the defense must touch home plate with the ball to record an out.
 - 2. If a runner re-crosses the commitment line trying to return to third, they are out and the ball remains live.
- B. **Scoring Line:** A line drawn extending from the right side of home plate toward the backstop.
 - 1. To score a run, the runner must have a foot down on or past the Scoring Line before the defensive player touches home plate with the ball.
 - 2. If a runner steps on or touches any part of the batter's box mat, they are out and the ball stays live.
- C. **Retiring a Runner at Home:** In a non-force situation, a runner may be called out after crossing the Commitment Line but before touching or crossing the Scoring Line, if the fielder:
 - 1. Has possession of the ball and
 - 2. Touches home plate (batter's box mat) before the runner crosses the Scoring Line.

17 DEFENSE POSITIONS

- A. Teams with 10 players:
 - 1. Must follow USA Softball Rule 1E: 3 females and 3 males in the infield, 2 females and 2 males in the outfield.

2. Defensive positions are not required to alternate by gender (i.e. pitcher and catcher may be the same gender. Likewise, the infield and outfield positions are not required to alternate.)
- B. Teams with Fewer than 10 players:
1. Teams may field up to 5 players of the same gender. Example: If a team has 5 males and 3 females, all 5 males may play defense (max 3 infield, 2 outfield).
 2. Teams may always use more females than males. Example: If a team has 7 females and 3 males, all 7 females may play defense.

17.1 ENCROACHMENT LINE RULE

The encroachment line starts on the left field foul line approximately 200ft from home plate, and it runs parallel to the outfield fence until it reaches the right field foul line. When a female is batting...

- A. ALL outfielders shall remain behind the encroachment line until the pitched ball is hit. No player shall cross this line until after this ball has been batted or a base will be given to the person at bat.
- B. ALL infielders must stay on the infield dirt until the ball is hit. If a violation occurs, the batter will be awarded 1st base.
- C. It is the responsibility of the Team Manager to notify the umpire if they think the opposing team is encroaching. The encroachment line is very difficult for the umpire to see from behind home plate and will ultimately be a judgement call.

