



# USSSA SLOW PITCH

## City of San Angelo Parks & Recreation Department

REVISED: 2/2022



The league administrator will be the City of San Angelo Recreation Department, Athletic Office, referred to herein as "League Administrator". Any questions, concerns or changes will be handled through the City of San Angelo Athletic Office located at 702 S. Chadbourne or by calling 325-657-4450.

City of San Angelo and U.S.S.S.A. / GSL rules will govern all league play.

### **DEFINITION and ROLES and CONSEQUENCES**

**San Angelo Parks & Recreation Department (SAP&RD)** – is the organization responsible for conducting all aspects of the adult softball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

**(SAP&RD) Staff** – is responsible for conducting league registrations, the maintenance of league schedules (original, rain outs & playoffs), updating league rosters when applicable, and providing quality service to the league.

**Umpires** – are scheduled under the direction of (SAP&RD). Umpires are responsible for conducting (SAP&RD) softball league games from the time of "pre-game" through the last out. Umpires are also responsible for providing quality service to the league.

**Bats** - Must have the new USSSA Thumb print on the neck as of January 1, 2013.

**Line-up Sheet/Card** – this is the official listing of a batting order turned into an umpire prior to game. If the line-up sheet is not turned in before game time, your team will be the visiting team. Teams are encouraged to arrive and be ready to play 15 minutes prior to your game time. **If not, your game could be forfeited.** The line up card needs to have first name and last name with their number. The game clock could start 2 mins after final out is finished!

**Dugout/On-Deck Circle** – All players not actively participating in the game must remain in their respective dugouts. Only 1 on-deck circle is provided and only one batter is allowed outside the dugout to prepare for play. **Managers are responsible for their players and will be suspended if players ignore this rule. Unauthorized players outside of the dugout on offense may constitute an automatic loss of inning, allowing defenses turn at bat. Unauthorized players outside of the dugout on defense may constitute an automatic walk for the offensive team. Insurance requires strict enforcement of this policy.**

**Game Time** – the official time listed on the (SAP&RD) League schedule. Game time is forfeit time. (Also known as "scheduled game time") PARD reserves to the right to schedule games as deemed necessary.

**Roster/Team** – an official roster is the sheet of paper that includes the team manager's, the assistant manager's, and all players' first and last names, their home addresses, a phone numbers and birth dates. (SAP&RD) will only register teams for its leagues. This is kept in the (SAP&RD) office and can be updated throughout the season. No less than eight (8) players and no more than twenty (20) players can be carried on a roster at any time. Rosters will be closed the last week of the session. No teams will be able to add players during playoffs. Teams are registered through the (SAP&RD) office, seasonally, and pay a fee for a determined number of games. **If no roster is turned in by week two (2), your team will start with an out each inning, till roster is turned in. If a team is short players, they would be allowed to pick up two (2) only from the same division they play in. But the other coach would have to agree to it as well. Both coaches will sign a pick up form from SAP&RD staff member at the TBSC before game starts. If your team has 10 players on the lineup sheet, your team will not be able to pick any players up. Pick up player(s) can not be DHH.**

**Playoffs** – Each team that makes the playoffs will have to have players check in prior to their game. **Each player will need a photo ID when they check in. If players don't check in, we have the right to eject them from that game.**

**Team Managers** – are completely responsible for their team. This includes but is not limited to: attending managers' meetings, receiving schedules, updating their team's roster as needed, turning in game line-ups, personal, player and fan behavior at all times including from "pre-game" through the last out, handling protests and awards pick-up. Team managers are the team's liaison between their players and (SAP&RD) as well as between their players and umpires and/or score keepers. They are to play the game according to rules set by the PARD league. **Your team is playing at a brand new multi-million dollar sports facility. We expect each team to have the utmost respect for this facility. If your team leaves trash outside the complex, please pick up trash around your location, if not you will be fined (this is a city ordinance).**



**USSSA & GSL Rules:** Spring Session and Fall Session will be USSSA rules. Summer Session and Winter Session will be GSL rules.

**Travesty of the game-** Definition: to make a travesty of; parody or ridicule. Travesty of the game is a judgment call by the umpire.

**Bases-** Bases will be set at a distance of 70' and the pitching rubber will be set at a distance of 50' a pitching area of 56'. A double first base will be used, in accordance with the new "USSSA R8 (P. 13, Rule 2, new sec. 4) Permits the defense and the batter-runner out at first base if the initial throw pulls the defense off first base." If used incorrectly the umpire will call the runner out without the need of a defensive appeal to call a runner out.

**Pitcher's Area-** Rule 1 Sec. 3 B. Pitching distances of 50' for men, women, and mixed along with a pitching area the width of the pitcher's plate up to six (6') behind the back edge of the pitcher's plate.

**Rainout Weekend-** A rainout weekend could be used during the season. These games will be played on a Saturday if we are unable to accommodate games on your regular scheduled night. Failure to show for these games will result in a forfeit. Teams will NOT receive refunds or credits for games not played.

**Request to Reschedule Games-** If a manager needs to reschedule a game, the manager will need to call the other manager and agree to reschedule game. Both managers will need to email, call or send a text to league administrator. The league administrator will reschedule game before the session is over. If we can not agree to a day and have to pay on a different day, there will be a \$35 rescheduling fee.

### Eligibility of Player and Teams

1. The requirements for San Angelo City League Softball players will be:
  - a) A player may sign a roster at Texas Bank Sports Complex before their game begins. If there is a protest, at the time and date written by staff will reveal whether or not the player signed said roster BEFORE their game time.
  - b) All players participating in softball under the supervision of the Recreation Department must be eligible under the rules as set forth by the Texas Amateur Athletic Federation (T.A.A.F) and The United States Specialty Sports Association (U.S.S.A) **Local league rules will prevail.**
  - c) Any player who has been suspended from the league for any reason and who has not been reinstated will be considered an ineligible player until the League Administrator deems the player eligible.
  - d) This is an Adult League (18 & over). Any request to use a player between the ages of 16 & 17 yrs old must be approved through the League Administrator and that individual must have a parental release/waiver on file. This waiver must be completed for each season of play.
2. The responsibility for the eligibility of players will rest with the manager of the teams. **Responsibility for the conduct of the players will also rest with the team manger. Flagrant violators, including managers may be subject to a one-year suspension and disbarment for all City of San Angelo Athletic Events. Any coach/player ejected from a game for ANY reason will not be allowed to participant in the next scheduled game and will need to call league administrator.**
3. An individual will be allowed to participate in **only (1) one** classification of open play (Recreation-Upper/Lower or Competitive) and may also play in Church, Industrial, 35& Over or Mixed leagues during any session sponsored by the Recreation Department. If an umpire see a player play the game before, that player will not be able to play the next game.
4. Male rosters shall include only male players and female rosters shall include only female players. IF you are a female coaching a male team, you must include your name on the roster but you are not allowed on the field (only the dugout), and your name takes a slot on the roster.
5. **Players playing on a competitive team will only be allowed to have three (3) competitive players (male or female) play on a upper/lower recreation mixed division teams. Players playing on a Upper Rec team will only be allowed to have four (4) players (male/female) play together in lower recreation mixed divisions.**
6. The League Administrator must be notified of all released players by completing a release form, or they will be counted as a member of the team of which they were last registered. If a player signs more than one roster, that player is illegal on both rosters until he is officially removed from the original roster.
7. Any player, to be eligible to play for a church team, must be a regular attending member of said church. This is according to U.S.S.A. rules. A guarantee form must be signed by a church representative and be on file with the Recreation Division.



8. **INDUSTRIAL:** Any player, in order to be eligible for a company team, must be employed by said company. Must be employed a minimum of part-time (20 HOURS PER WEEK) and must provide SAP&R a copy of a check stub with player's name. Only 3 non-employees will be allowed per Industrial Team. (Contractors who work for your company DO NOT COUNT as employees.)
9. Teams may carry up to twenty (20) players on the roster.
10. A) Use of an ineligible player, if protested by a team, will result in a forfeit if the player is found to be ineligible.  
B) We will check both teams roster during a protest of a roster.  
C) Any player playing under an assumed name will subject the player and manager to an automatic (1)-year suspension under U.S.S.S.A. rules (All U.S.S.S.A. sanctioned events).
11. Protests (A) that will be considered are those involving the following:
  - a) Misinterpretation of a playing rule.
  - b) Failure of an umpire to apply the correct rule.
  - c) Failure of an umpire to impose the correct penalty for a violation.

Notification of the intent to protest must be made immediately before the next legal or illegal pitch, except on player eligibility protests. The manager of the protesting team must immediately notify the plate umpire that the game is being played under protest. The plate umpire will notify the opposing manager and will log the situation to indicate the number of outs, location of base runners and any other information regarding the protest. The game will be continued and the protest will be ruled on later by the League Administrator. **Protest of the rules must be filed in writing at the Athletic Office according to U.S.S.S.A. rules. The time limit is twenty-four (24) hours; however weekends and holidays will not count in the time limit. A \$50.00 administrative fee must accompany each protest. The fee will be returned if the protest is approved by the League Administrator.**

12. Protests (B) that will be considered are those involving the following:

- A) **Illegal Player**

Protest will not be allowed after the game is over and both teams and or the umpires have left the field. All protests regarding player eligibility must be brought to the attention of the plate umpire before the last out is made, the game will be played under protest and ruled on by the League Administrator. **Protests on player eligibility must be filed in writing at the Athletic Office according to U.S.S.S.A. rules. The time limit is twenty-four (24) hours; however weekends and holidays will not count in the time limit. A \$50.00 administrative fee must accompany each protest. The fee will be returned if the protest is approved by the League Administrator.**

#### **B. Rain out and/or suspension of play**

1. In the event of rain or light failure, four and one half innings will constitute a game providing the home team is ahead. If a game is suspended and has not reached this point, the game will be replayed entirely.
2. Rainouts will be rescheduled at the soonest available date. In case of rain, please **check the website for information [www.teamsideline.com/sanangelo](http://www.teamsideline.com/sanangelo)** after 3:30pm.
3. **Managers are responsible for checking the website at [www.teamsideline.com/sanangelo](http://www.teamsideline.com/sanangelo). Teams will not be called. NO INFORMATION WILL BE PROVIDED OVER THE TELEPHONE REGARDING YOUR TEAM SCHEDULE.**

#### **C. Regulations for Conduct of the Game**

1. **LITTER RULE**

Your team is playing at a brand new multi-million dollar sports facility. We expect each team to have the utmost respect for this facility. Please pick up trash in dugout and around you outside the complex. We will give you trash bags if needed. We don't want to start fining players or teams.

2. **"NO DIGGING-OUT" RULE**

No "digging out" in the batter's box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. (This rule is to reduce the wear & tear in the field and is considered a safety issue.) Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense by any team member will result in ejection of that team member.

3. **Two (2) forfeits** will result in removal of a team from league play after review by the league administrator. The players from said team would be eligible to play for another team one (1) week from the time of removal. If a team telephones the

Athletic Office no later than 1:00pm prior to the game they plan to forfeit, this forfeit will not count as one of the three necessary for the removal from league plays.

4. **JEWELRY**

Jewelry is worn at your own risk, however, studs may be worn and chains must be tucked into your shirt. All other items must be removed prior to game time.

5. **CAPS AND DU RAGS**

Only baseball caps (see definition page 1) will be allowed in our leagues, and they must be worn with the bill facing forward. Du Rags and bandanas will not be allowed.

6. **ALCOHOL / SMOKING RULE**

No alcoholic beverages or smoking are allowed in the complex including dugouts or playing field. If SAP&RD staff or umpires see any alcoholic beverages or anyone smoking enter the complex, we will make you get rid of it in the trash containers. If SAP&RD staff or umpires see any alcoholic beverages or anyone smoking in dugout, we have the right to forfeit game, not let that one player or players not play or start each inning with an out.

7. **BBQ/COOKING**

No BBQ/Cooking on any grass area. You can BBQ/Cook in parking lot only.

8. **GRASS**

No one can dig holes in grass area.

9. **USSSA Rules**

home run rules for USSSA leagues will be as follows:

Men's Division

Competitive League	(3) Three Home Runs after a team exceeds the limit will be an inning ending out.
Upper Recreation League	(2) Two Home Run after a team exceeds the limit will be an inning ending out.
Lower Recreational League	(1) One home runs allowed, if your team hits a home run, this will be an inning ending out.

Women's Open

(3) Three Home Runs

Industrial Division

(3) Three Home Runs after a team exceeds the limit will be an inning ending out.

Mixed Division

Competitive League	(3) Three Home Runs after a team exceeds the limit will be an inning ending out.
Upper Recreational League	(2) Two Home Run after a team exceeds the limit will be an inning ending out.
Lower Recreational League	(1) One home runs allowed, if your team hits a home run, this will be an inning ending out.

35&Over Division

(2) Two Home Runs after a team exceeds the limit will be an inning ending out.

Men's Church

(2) Two Home Runs after a team exceeds the limit will be an inning ending out.

Mixed Church

(1) One Home Run after a team exceeds the limit will be an inning ending out.

10. **GSL Rules**

home run rules for GLS leagues will be as follows:

same as above and add a DHH per division. For Example:

Competitive Teams: 1 DHH rule, 3 Homerun

Upper Recreation Teams: 1 DHH, 2 Homerun

Lower Recreation Teams: 1 DHH, 1 Homerun

Pitching:

5-10 feet arch

11. The run rule in all league games will be: 20 after 3 innings, 15 after 4 innings, 10 after 5 innings

13. There will be a (55) fifty-five minute time limit on all games running clock once coaching meeting done.

14. **Game time is forfeit time**

15. **The Flip/Flop Rule-** will be in effect in all leagues. In the inning when 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, then the game is over. If they reduce the run difference to below the Run Rule then the new home team will bat. If they subsequently score enough runs to exceed the Run Rule the game will be over, if they do not the game will continue under that format. If the situation reverses, the teams would flip/flop again.



16. If a game is tied when time expires, a new inning will start immediately with each batter receiving one pitch. All Other regulation game rules will apply.
17. All players must wear shoes. No open-toed shoes or sandals will be allowed on the playing field. Steel cleats will not be allowed during league play. Anyone found wearing steel cleats will be ejected from the game.
18. Shirts must be a **similar color** with an affixed 6 inch number. Players with wrong shirt color will make their team the visiting team for that game. **(NO SPRAY PAINT, TAPE, OR MARKER)** Only 2 blank shirts will be allowed and will be marked as zero and/or 00. If both teams do not have the similar color shirts, we will flip for home team.
19. A coin flip will be done before each game to determine home and visitors. Please have your lineup ready to give to the umpire before the flip.
20. **Teams are encouraged to arrive 15 minutes prior to their scheduled game time. If your team is walking up and your team's lineup is not ready at the coaches meeting, your team will be the visitor team automatically.**
21. **Men's and Women's games will be played with a 12" optic yellow blue stitched U.S.S.A. approved softball. The balls may be purchased at the San Angelo Recreation Office or at the concession stand at Texas Bank Sports Complex. Any team found using an illegal ball will receive a warning on the first offense and the ball will be thrown out. If it occurs a second time out will be issued to the offended team. It is your responsibility to pitch the correct ball. The San Angelo Recreation will provide one (1) women's ball 11" optic yellow blue stitched USSSA approved softball for the mixed division per field. Please leave women's ball after game is over.**
22. Managers are responsible for reading all rules pertaining to City of San Angelo Softball League play. This includes local rules as well as U.S.S.A. official guidelines. It is also the manager's responsibility to make the team players aware of the rules.
23. All umpires are furnished by the City of San Angelo through individual contract.
24. All player ejections will be based off of umpire/staff/coach report. The player that is ejected will have 48 hours to call Recreation office.
25. **Electronic Equipment:** Due to safety concerns, at no time can a camera, audio or video device be worn or used by a player or coach on the field of play. (new USSSA Rule as of 2017)

#### **Modification of U.S.S.A. rule on Players and Substitutes.**

Teams may play with as few as eight (8) players as follows (2 automatic outs) at the bottom of the lineup.

#### **Men's & Women's League**

1. Teams may begin or continue play with as few as 8 players. Teams may add a ninth or tenth player anytime during the game. Any player added must be an eligible player who has not previously been in the game. An eleventh player may not be added once the line-up has been turned in to the official. If a team starts with less than 10 players, there will be an automatic out for each player less than ten. The automatic out(s) will be taken at the end of the batting order. Players arriving late may be added to the lineup card for up to the limit of 10 players.
2. If a player leaves the game for any reason other than ejection during the game and the team does not have an eligible player to insert into the leaving players' position, the team may continue to play provided the team still has at least eight (8) players eligible to play the game. The spot on the line-up that the leaving player occupied will become an automatic out for the remainder of the game if there is no eligible player to replace him.
3. In the event the player leaving the game without being replaced is a base runner at the time, the leaving player is declared an "out".
4. In the event, the player leaving the game without being replaced is at bat, the player is declared an "out".
5. If a player is ejected and the team does not have a legal substitute to replace the ejected player the team will receive an automatic out every time that player would have come up to bat.
6. **Courtesy Runners: Only one courtesy runner per inning may be used. The courtesy runner will be any runner on the batting lineup. If the courtesy runner is still on base when his/her turn to bat comes up, the batter will be called out.**



7. Pitching Screen - If used, a pitching screen cannot exceed 7' tall and 3'6" wide.

Pitching Screen (only when screen is used) - Any batted ball that hits the pitching screen will be treated as a foul ball. If a batter has one strike and hits a batted ball into the pitching screen, the strike total is now two strikes no foul ball to waste as if the batter hit a foul ball. If a batter has two strikes and hits a batted ball into the pitching screen, the batter will be declared dead ball out due to "must be fair after two strikes" rule. A pitching screen will be team optional. Team must furnish their own screen only if the event director cannot provide a pitching screen. If pitching screen is used - Pitcher using a pitching screen must toe the pitching plate when delivering the pitch. If pitching screen is used - The pitcher can't touch the batted ball until another defensive player touches the ball first. Once another defensive player touches the batted ball, the pitcher may engage on defense. If pitching screen is used - If the pitcher interferes with the batted ball, dead ball will be called, the batter will be awarded first base and runners will advance to the next base. If pitching screen is used - Any batted ball hitting the screen will be a dead ball foul. If pitching screen is used - Screen may not be moved once the first pitch of the inning is thrown. Pitching Screen placement may be no more than 3 feet toward Home Plate Mat from the pitcher's plate and must cover at least half the pitcher's plate "left to right" or "right to left". (EXCEPTION) Pitcher may move or lay down the pitching screen for potential play on the field (Rule 5.14.7 still in effect). If pitching screen is used (EXCEPTIONS) - (EXCEPTION) A new pitcher enters the game. (EXCEPTION) The screen is hit by a batted ball and it moves and needs to be readjusted. (EXCEPTION) The screen is moved inadvertently by a defensive player during a play and needs to be readjusted.

### **B. Mixed League**

1. Please look over new Mixed League rule under Eligibility of Player and Teams section.

2. Mixed teams may begin or continue play with as few as 8 players, although 4 players must be male and 4 must be female. A team may add a ninth or tenth player during the game. For example, (9) nine players can take the field but 5 must be female. You can hit 9 players, and that doesn't matter what the gender is. A team just can't have more males on the field than females. A team may not add an eleventh or twelfth player after the lineup has been turned in to the umpire. The automatic out(s) will be taken at the end of the lineup provided the male -female batting order is maintained.

3. If a player leaves for any reason other than ejection during a game, and the team does not have an eligible player to insert into the leaving players position, the team may continue to play providing the team still has at least 8 players (4 male and 4 female eligible and playing). After the player has left the game without being replaced, the position in the batting order formerly occupied by the leaving player will become an automatic out each time it occurs during the remainder of the game.

4. In the event the player leaving the game without being replaced by another base runner at the time, the leaving player is declared an "out".

5. In the event of the player leaving the game is at bat and is not replaced, the player is declared "out".

6. *If a player is ejected and a team does not have a legal substitute to replace the ejected player, it will be an out in that spot as long as the number of players does not go below eight (8) per League rule.*

7. The City of San Angelo will provide a women's ball 11" optic yellow blue stitched U.S.S.S. A. approved softball for the mixed division. Please leave women's ball after game is over.

8. Courtesy Runners: Only one courtesy runner per inning may be used. The courtesy runner will be any runner on the batting lineup. If the courtesy runner is still on base when his/her turn to bat comes up, the batter will be called out. For mixed games, only males can run for a male and only females can run for a female.

### **D. Industrial**

1. All players in Industrial (Company) League must work a minimum of 20 hours per week at the business for which they are playing under. Each player is required to present a company check in their individual name as well as a signed roster from the Manager of said business. **A maximum of 3 non-employees will be allowed per Industrial roster.**

### **C. League Playoffs**

1. If two teams are tied at the end of regular season play, the first tiebreaker will be head-to-head competition. The second tiebreaker will be the total number of runs scored between the tied games. Total runs scored in league play.

2. In case of multiple ties, order of finish will be the total number of runs scored by teams tied. Total runs scored in league play.

3. Depending on the number of teams in each division, playoffs will consist of the top 4 teams making the playoffs in that division.

4. Single elimination playoffs for each division.



## Points of Emphasis

**TEXAS BANK COMPLEX RULES: NO ALCOHOL DURING BLACKOUT PERIODS, NO SKATEBOARDS OR ROLLERBLADES, NO PETS ALLOWED INSIDE PARK, NO BAT BOYS OR GIRLS, ONLY PLAYERS AND COACHES ALLOWED IN DUGOUTS**

**Verbal Abuse** (cursing, name-calling, threats) of umpires **will NOT** be tolerated. Offenders will face an automatic one-week suspension from the date of incident and will be reinstated only after review by the League Administrator. Unsportsmanlike conduct (mouthing, cursing, etc.) between teams will not be tolerated, at the discretion of the umpire you will be removed from the game and are subject to suspension from league play for flagrant or continuous violations.

**Fighting** will not be tolerated. Fighting is grounds for immediate removal from league play for the remainder of the season to be determined by the League Administrator. No refunds will be given.

**Effective immediately**, anyone caught throwing the first punch in an altercation, will be suspended for a period of no less than 365 days from the date of the incident. In addition, anyone who retaliates by fighting will also be suspended for a period of 180 days, also from the date of the incident. The coach(es) of the team(s), if not involved in the fight, will also receive a 90-day suspension from the date of the incident. Any and all non-fighting players on both teams involved will be placed on probation, to last the remainder of the current season. The USSSA Code of Ethics states that "each player is responsible for the actions of his or her teammates."

For a second occurrence, all players involved will be suspended for a period of two years, from the date of the occurrence. In addition, both coaches, if not involved in the fight, will also receive a one-year suspension, also from the date of the incident. In addition to a player's teammates being responsible, it is also a coach's responsibility to control his or her players. If a coach can't control his/her players, then perhaps that coach or those players don't need to be playing USSSA softball.

In addition to the one-year suspension, if the situation warrants, additional penalties may be sought from the USSSA National Disbarment Committee on an annual basis at the USSSA National Convention, held each November.

For those people who say that fighting is "a part of softball" then you're wrong. There is NO PLACE for fighting in softball or any other recreational sport. I'm sure that this will not be a popular decision with some, but the state of today's softball game has made this a necessity.

In addition, it will be left up to the area director and/or umpires to step in and stop the "smack talking" when it starts and not wait until it escalates to the point of fighting. At the first incident of "smack talking" in a game, the umpire(s) will IMMEDIATELY warn both teams that ANY further instance will result in a player(s) ejection from the game. Any ejection from a game is an automatic 1 game suspension, and that player must make an appointment with the Recreation Supervisor overseeing the adult softball league in order for the suspension to be lifted.

**Loud, and or abusive profanity will not be tolerated from players, coaches or spectators.**

**No alcoholic beverages allowed in the complex including dugouts, playing field and parking lot.**

**This is a smoke free/tobacco free facility.**

**No animals will be allowed inside Texas Bank Rio Concho Sports Complex (exception: service animals only)**

**Players must carry a valid ID at all times.**

**Please keep children, girl friends, and significant others out of the dugouts, for their safety. This is a player only area.**

**Please keep your children from defacing City property (climbing on top of buildings, throwing rocks, etc.). They will be asked to leave if they are caught.**

**Do not park in the handicapped-parking zone unless you are handicapped.**