

## TOWN OF MT. PLEASANT RECREATION AND PARKS DEPARTMENT

### TENTATIVE 2026 ADULT SLOW PITCH LEAGUE RULES

\*Please note that the recreation department has the right to adjust/alter the softball rules. \*

#### I. ELIGIBILITY

Teams shall be composed of players 18 years of age or older and out of high school who reside in the Town of Mt. Pleasant or are employed Full Time (35 hours per week) by a Town of Mount Pleasant business. All players are subject to have their eligibility reviewed by the League Director. Any player ruled ineligible will no longer be allowed to participate in the league. **Grandfathered players will be allowed as long as they have been continually playing in the league. A Grandfathered player would lose their eligibility if they miss a season (play in no games during a season).**

Over 40 League: Any player who is 39 years old and has a birthday on or prior to June 30<sup>th</sup> is eligible to play in the over 40 division.

#### II. ROSTER

All teams must submit a roster by April 3<sup>th</sup>. The deadline for roster additions is Friday, June 19<sup>th</sup> 2026. Additions can be made through the Recreation Department. All additions are subject to have their eligibility reviewed by the League Director. Teams are permitted to include seven (7) non-resident players on the roster (grandfathered players do not count toward the 7 non-residents.) Roster max is 25 players. Players must play a minimum of 4 games to be eligible for the playoffs.

#### III. GAME PROCEDURE

A score book will be provided to each team prior to the season. Each team must fill out a lineup and hand it to the umpire after the game. Game balls will be provided at the field by the umpire. The umpire and one team representative from each team will go over ground rules before each game.

#### IV. PLAYING RULES

Rules of play will be governed by the 2026 Official USSSA Softball Rules as adopted with the following local exceptions:

(1) All teams will use a continuous batting order. A team can bat any number of players (must start and bat a minimum of 9 players). Teams can make additions to their continuous batting order at any point

UNTIL their first player in the original batting order bats for a second time. If at any point during a game a team cannot bat the number of players it started with (example: ejection or a player leaves voluntarily), the abandoned spot(s) will be outs unless a player becomes injured during play. If a player becomes injured and his team cannot replace him, the team **will not be** assessed an out each time his/her spot in the batting order comes up.

(2) There is no re-entry in regards to the continuous batting order.

(3) Players in a continuous batting order may be substituted freely in the field for any other player in the continuous batting order.

(4) All batter counts start 1 and 1. A batter will be considered out if he fouls with two strikes.

(5) GONG RULE: The 12-run GONG rule is in effect once the losing team has batted 5 times. Beyond this point of the game, once the winning team has a lead of 12 runs, the game will end. **This rule is NOT in effect during the CHAMPIONSHIP GAME.**

(6) Any ball that hits the foul pole on a fly will result in an automatic homerun.

(7) **CO-ED ONLY.** Teams shall field a minimum of 9 players. If a CO-ED team fields the minimum of 9 players, 3 must be female and no EH (extra hitter) is permitted. Four players must be female when using 10 or 11 batters. 11 batters is the max in CO-ED.

(8) **CO-ED ONLY.** The foul ball, 3rd strike rule is in effect. In CO-ED games, only a female player is given a 2nd foul, 3rd strike.

## **V. GAME TIME**

**There is a 10-minute grace period for the first game on any field. There is a 5 minute grace period for any games that follow.**

## **VI. ALCOHOL**

Alcoholic beverages and consumption are not permitted on fields, team benches/dugouts, bleachers or anywhere on park grounds. This applies to all players, coaches, spectators regardless of whether they are playing in the game or not. Any player breaking this rule will be immediately warned and subject to ejection from the game and risk team forfeiture of the game. Teams in possession of alcoholic beverages on the field or any park areas may be removed from the league. Umpires and Recreation Staff are

instructed to enforce this rule. A team forfeit due to an alcohol infraction will count as two forfeits towards the “three forfeits and you are out” rule.

## **VII. FORFEITS**

Teams that are forfeiting a game must notify the recreation department by 4:00pm of game day. Failure to do so may result in removal from the league. A team may be dropped or suspended from the league after their third forfeit. A team that is suspended from the league may also be suspended for the following season(s). This will be at the discretion of the League Director. Players from the suspended team may not join other teams during the season of infraction.

## **VIII. WEATHER CONDITIONS**

Department decisions on rainouts will be announced through the [www.teamsideline.com/mountpleasantny](http://www.teamsideline.com/mountpleasantny) texting alert service. Please do not call our office. As soon as a game is cancelled, we will immediately send out a text. We will do our best to make this decision as early in the afternoon as possible.

## **IX. COURTESY RUNNERS**

Two courtesy runners per team will be allowed at the request of a coach or manager. The players needing the courtesy runner will be identified to the umpire and opposing manager prior to the game. The courtesy runner is the player that is the last recorded out. The umpire may use his/her discretion to allow additional runners in case of an injury. In CO-ED games, the courtesy runner will be the player of the same sex who is last recorded out. If the courtesy runner rule is abused, the umpire will be permitted to stop allowing this courtesy.

## **X. FIGHTING**

Any player engaged in a fight will automatically be ejected from that game and at least the next scheduled game pending review by the League Director and/or Superintendent. The player may also be subject to expulsion from the league. If the incident occurs at the end of the season, any suspension will carry over to the next season.

## **XII. PLAYER EJECTIONS & CONDUCT / ABUSE OF UMPIRES**

Any player ejected from a game is immediately suspended indefinitely. The League Director and/or Recreation Department will review the incident and determine the length of suspension. If a player is

ejected when multiple games are scheduled on the same date, the player is not allowed to play in any games for the remainder of the date. This applies to playing multiple games on the same night in different divisions. Ejected players must immediately leave the visual confines of the field and dugout areas. Players who become abusive towards umpires before, during and after games are also subject to suspensions pending review of the incident by the League Director and/or Recreation Department. In addition, any spectators who become abusive towards umpires or players may be asked to leave the visual confines of the field. If a spectator refuses to comply, the umpire is permitted to call the game a forfeit.

### **XIII. EQUIPMENT**

Metal spikes are not permitted. **Only wood bats or wooden barrel bats will be permitted.** The CORNDOG bat is allowed. If you use an illegal bat and make contact on a pitched ball, fair or foul, you will be called out. If contact is not made on a pitch; the pitch will count (strike or ball) and you will be required to replace the bat with a legal one.

### **XI. PROTEST OF INELIGIBLE PLAYERS AND RULE INTERPRATION**

Protests of any game on rule interpretation or a player's eligibility must be made to the umpires at the time of the infraction. The umpire will then inform the other team of the protest. A written account of the game situation (how many outs, who is on base, who is at bat, etc.) is to go onto the official umpires score card and is to be signed by both managers and the umpire. The failure of the non-protesting manager to sign the score book shall not invalidate the protest. The game should continue. The protesting team must submit a written protest to the League Director by 4:30 pm on the first business day after the day of the game being protested. No protest will be considered without a timely written submission. The team protested against then has until 4:30 pm on the next business day to submit a written response to the written protest (if necessary).

### **PLAYOFFS**

All playoff scheduling and formatting will be announced half way through the season.

### **USSSA PITCHING RULE**

Sec. 5. TYPE OF PITCH PERMITTED. A. The ball must be pitched in a definite underhanded motion at slow speed. B. **The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate.** C. **The pitched ball shall not rise higher than 10 feet above the ground.** EFFECT

Sec. 5. A-C. 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). 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. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered pitch.