



CITY OF HURST PARKS AND RECREATION DEPARTMENT
Adult Softball Program Bylaws - 2024
These By-laws govern our local league play. Any rule not covered below will defer to current USA Softball (ASA) rules.
www.teamsideline.com/hurst



A. PLAYING RULES:

1. Game time is forfeit time. The home team is designated on the schedule. Games will only be rescheduled for inclement weather situations or reasons given by the City of Hurst.
2. Time limit: Game times will be 55 minutes of play. Time will stop if a serious injury occurs; the umpire's judgment is final. The running scoreboard clock is the official game time length.
3. Each batter comes to bat with a count of 1 ball and 1 strike. A courtesy foul is given. This rule shall apply to all regular league and make-up games unless otherwise noted.
4. Run Rule: A 20-run rule goes into effect after 3 innings, a 15-run rule after 4 innings, and a 10-run rule after 5 innings (4 1/2 innings if the home team is ahead).
 - The "flip/flop" rule is in effect: When beginning an inning in which the Visiting team is ahead by a Run Rule amount, the Home Team remains at bat and becomes the Visiting Team. If the new Visiting Team does not score enough runs to reduce the run difference below the Run Rule, the game is over. If they reduce the run difference to below the Run Rule, the new Home Team will bat. The game ends if the new Home Team scores enough runs to achieve a Run Rule. If they do not, the game continues under the "flip/flop" format. If the situation reverses, the Teams would flip/flop again.
5. If the game is tied at the end of the 7th inning or before the 7th inning if the time limit has expired, the game continues with "1 pitch" and with a runner placed on 2nd base (the last batter of the previous inning). Note: If a courtesy runner is desired and the last batter of the previous inning was the last "out," the eligible courtesy runner would be the batter immediately prior.
6. Warm-up before or during the game must be taken in the space marked "Designated Warm-up Area" only.
7. A team must normally start and finish with 10 players (an extra player [EP] may be used). A team may start the game with eight (8) players on the field or dugout. The 9th and 10th positions in the batting lineup will be automatic outs. If a team starts the game with eight (8) players, the team may only play with a maximum of ten (10) players for the rest of the game (no EPs). **Coed must have four 4 males and four 4 females to start the game.
 - Games will not be held for players playing on two fields on the same night.
 - A team cannot play with 2 fewer players than were in the starting lineup (the result is a forfeit). For example: if starting 11 players, the team can play with 10 but not 9.
8. Home Run Rule: On any fair batted ball hit over the fence for a home run or on a four-base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases.

*All men's and women's divisions are allowed to hit home runs. When registration allows two co-ed divisions on one night, the upper division is allowed home runs. The lower division is not allowed to hit home runs.

MEN'S/WOMEN'S/Upper CO-ED: Two (2) and "1 up". A team is allowed two (2) home runs. After two home runs have been hit, additional home runs are allowed as long as neither team's home run total is more than "1 up" or one home run ahead of the other team. For example: If Team A has hit 2 home runs, they cannot hit a 3rd home run until Team B has also hit 2 home runs. Any disallowed home runs are ruled out. Any time the

batter is ruled out because of the excessive home run rule, the ball is dead, and no runners can advance.

COED: Upper Coed is allowed two (2) and 1 up. Lower Coed is allowed Zero (0) - all home runs are ruled as an out. If any given night has only one Coed league, no home runs are allowed.

9. Stealing: Runners in Men's, Church, and Women's Divisions are allowed to steal bases.
10. Courtesy Runners: Teams may utilize a courtesy runner ONCE PER INNING. The courtesy runner is the player who recorded the last out. In coed, one courtesy runner per gender per inning. Note: In the first inning, if the first 5 (or more) batters have reached base safely, and no outs have been made, then the eligible courtesy runner will be the person who scored the last run. **If fewer than 5 batters have batted, the eligible courtesy runner is the last batter in the lineup.**
11. Pitching: The ball must be delivered with a perceptible arc and reach at least six (6) feet from the ground while not exceeding a height of ten (10) feet.
12. Lines will be drawn on either side of the pitching rubber, creating a "protected pitching area". Any ball hit with **DANGEROUS VELOCITY** through this area in the umpire's judgment while the pitcher is completely or at least partially within the lines will be called a dead ball, and the batter will be out. A warning will be given to each team.
 - 2nd time (per team): results in an OFFENSIVE EJECTION. That spot in the batting order will be an automatic out for the remainder of the game, including if that player is substituted for. The offending player will still be allowed to play defense.
 - 3rd time (per team): results in the player's DISQUALIFICATION.
 - 4th time (per team): results in the player's EJECTION, with an automatic one-week suspension.
 - PENALTIES ARE ENFORCED PER TEAM
 - If the pitcher is injured, the bat will be seized and tested. See D2 for the testing procedure and consequences.
 - ANY PLAYER CALLED FOR A VIOLATION OF THE PITCHER PROTECTION RULE **4 TIMES** WITHIN THE SOFTBALL YEAR WILL RECEIVE A ONE-WEEK SUSPENSION. The count will restart after every 4th offense and applies to the total per year (not per season).
13. **A player's gender is determined by the gender listed on their driver's license. Women cannot play or substitute on a Men's team. Men cannot play or substitute on a Women's team.**

B. INCLEMENT WEATHER/LIGHTNING:

1. In the case of inclement weather, players may contact the rainout line at (817) 788-7323 (recorder) after approximately 4:00 p.m. on the day of the game for cancellation information. The website – www.teamsideline.com/hurst is updated as well. If the games are canceled, makeup schedules are posted on the website. It is the team manager's responsibility to check the website or call the rainout line for updates. The Recreation office does not make phone calls. Only the website is updated throughout the evening if conditions warrant.
2. If inclement weather that arrives after 5:00 p.m., the UIC will make the decision whether or not games continue. This includes games playing when the lightning detection equipment is activated. Activation occurs when lightning is detected within a 10-mile area of the fields. The system remains active up until 30-minutes after the last lightning is recorded. To view the system, please visit hursttx.gov/parks and click on Lightning Alerts.
3. Any game called before being an official game (3 ½ or 4 innings) is replayed in its entirety. **Make-up games are played during the week or on Saturday and Sunday during the season. The City reserves the right to reschedule games as they complete the season, including playing on different nights.** A 2/2 format with a

thirty (30)-minute time limit [with courtesy foul] may be used if needed. The run-ahead rule for thirty minutes games will be ten (10) runs after four (4) innings. Each team must play as scheduled or forfeit.

C. **FORFEITS:**

1. If a team receives a forfeit, they may have use of the field for practice unless asked to leave by the umpire. No umpires or scorekeepers will be available at this time. Forfeits are scored 7-0 in favor of the team, not at fault.
2. Team Managers are asked to call the Recreation Division office at (817) 788-7367 if they know they will forfeit in advance. Please call before 4:00 pm. We will try to contact the opposing team, so they do not have to field a team that night. Teams with excessive forfeits may be dropped from the schedule without a refund.
3. Games postponed due to inclement weather will nullify forfeited games. Example: If a team forfeits in advance and the game is subsequently rained out, that game is rescheduled.

D. **EQUIPMENT & UNIFORMS: (Provided by each team)**

1. Only A.S.A./U.S.A.-approved equipment (bats and balls) is allowed. Go to www.usasoftball.com for the list of approved and non-approved equipment. Hurst reserves the right to modify the list at its discretion. Judgment of the City of Hurst is final.
 - If a batter is discovered using a non-approved bat, the batter shall receive an out. The team will receive an out if another occurrence occurs during the same game. Future occurrences may be subject to stiffer penalties.
 - Any bat suspected of being an altered bat, may be subject to the testing policy below.
2. Bat Testing Policy: On-site testing of bats is mandatory for the following: any ball hit up the middle that injures the pitcher; when a Hurst official feels the bat may be altered. Testing may be utilized after home runs.
 - The Umpire-In-Charge shall visually inspect the bat and perform a barrel compression test. The Softball Coordinator or other certified umpire will witness the inspection and testing. Testing will take place in the on-site office at our earliest convenience. Games will not be halted to test bats.
 - The UIC will document night, field, team, game time, and detailed bat description, including manufacturer's name, model, color, logo/stencil, length, weight, and serial number during the visual inspection.
 - If the bat passes both the visual inspection and the compression testing, it may be returned to the game with no penalty or prejudice.
 - If the bat fails the inspection and/or compression testing, the following penalties may apply:
 - Slightly under-approved PSI: the player is disqualified from the game. The bat may not be used again in the league. If the bat is used again, a two-year suspension from all Hurst adult softball and TAAF softball leagues will be imposed on the player.
 - Severely under-approved PSI: two options available
 - Bat will be mailed to the manufacturer at City's expense for testing and confirmation. If the manufacturer deems the bat has been altered, a five (5) year suspension from all Hurst and TAAF adult softball leagues will be imposed
 - Player can surrender the bat for destruction with no suspension penalty imposed.
 - If the player refuses the above, he/she is banned from all Hurst and TAAF softball leagues.
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3. Balls: **All Balls must have the City of Hurst approved stamp.** Women and Coed **Women** must use an 11" ball with a COR of .52/300. Men and Coed Men must use a 12" softball with a COR of .52/300 lbs. **Balls must be approved by the home plate umpire before entering the game. Teams can purchase balls at the concession stand for \$6 a ball.**
4. Uniforms: All players on a team must have non-duplicating numbers visible and permanently affixed (no masking tape or marks-a-lot numbers).

- If an illegal jersey(s) is discovered, the player(s) can change jerseys without penalty. Failure to comply with this rule will result in the offending player(s) being removed from the game but can re-enter if they acquire a legal shirt.
 - Each team has a two (2) calendar week, "Grace Period," to obtain their jerseys. Beginning the third calendar week of play, players with non-approved jerseys may be ruled ineligible. Obscene, profane, or vulgar team names or logos as deemed by the City are prohibited and are not to be allowed.
5. All players must wear shoes (sandals are unacceptable). Metal spikes, boots, and open-toed shoes are illegal. Screw-on spikes that have exposed metal are illegal. Umpires have jurisdiction to dismiss any player felt to have shoes unsafe for themselves or other players.
 6. Jewelry - The City of Hurst strongly recommends the removal of all jewelry before playing any athletic activity. However, no penalty will be assessed to players choosing to play in jewelry. Exposed jewelry, which is judged by an official to be dangerous, may not be worn during the game, and players will be asked to remove the jewelry. Failure to remove the jewelry may result in disqualification from the game. Medical alert bracelets and necklaces worn under the uniform are not considered jewelry. If worn, they must be taped to the body, so the medical alert information remains visible. The City IS NOT liable for injuries incurred due to jewelry.

E. ELIGIBILITY:

1. All participants in adult leagues must have attained the age of sixteen (16) years before the date of any game in which they participate.
2. Players may play on more than one team in the City of Hurst. EXCEPTION: Players cannot play on two teams in the same league/night. Players may play in different leagues (Men's, Women's, or Coed) on the same night. Games will not be held for players playing on two fields on the same night. See Rule A7.

F. TEAM ROSTERS:

1. Team rosters must be filled out completely and legibly with each player's address and home phone numbers (including a playing manager). Completed rosters must be submitted to the scorekeeper no later than the end of the team's first game. Failure to do so may result in a forfeit or suspension.
2. Players can be **added to a team through the last regular season game**. To play on a church team, players must be bonafide members of the sponsoring church.
3. Players must be listed on the roster and sign the roster before participating in that night's game. Players cannot be added to the roster once the game has started. Note: Players in a team's starting lineup will be allowed to sign the roster after the game has started.
4. A player may be released from one roster and then sign another roster in the same league:
 - Without the manager's consent, if not more than half of the scheduled games have been played.
 - Must have manager's consent if more than half of scheduled games have been played.
 - In either case, Softball Staff must initial the roster deletion.
 - Once removed from a roster, a player cannot be added back to the original team's roster. If a violation of this rule is discovered, the violating team manager will be held responsible and will be suspended one week from the point of discovery.
5. SPECIAL NOTE: Umpires may periodically check all teams' eligibility. A valid driver's license will be required by each player. Players protested over eligibility or thought to be playing under an assumed name may be asked to show a valid driver's license to the umpire. Players who refuse and/or cannot show proper identification may be ineligible.

G. LINE-UP:

1. Line-ups must be printed legibly and turned in to the scorekeeper 10 minutes before game time. First/last name and jersey number required. Changes in the lineup must be made before the start of the game clock. Even if all players are not present 10 minutes before game time, turn in the lineup with the names of the players present and add the other players before game time upon arrival. All players must be in the dugout or the immediate vicinity of the game field before the start of the game.
2. An Extra Player (EP) may be used in all divisions as follows: Men's D and Men's Church (1 EP), Coed (2 EP's – 1 male, 1 female), Women's (2 EP's). **Extra Player(s) must be present at game time and cannot be added to a lineup after the game has started.**
3. **Any player in the starting lineup but not present at GAME TIME must either be substituted for or will be moved to the bottom of the lineup.**
4. Men's, Men's Church, and Women's teams may bat 10, 11, or 12. Coed teams may bat 10 or 12 (5 men/5 women or 6 men/6 women).

H. DISCIPLINARY ACTION:

1. UNSPORTSMANLIKE CONDUCT: (Before, during, or after a game): Unsportsmanlike conduct includes but is not limited to: verbal or physical harassment of officials from players, managers, or coaches before, during, or after the game or any other conduct deemed unsportsmanlike by the Recreation Division office. This is not subject to protest, and the official's judgment is final.

Ejected Player: Any player ejected from a game. Ejections result in an automatic one-week (7 days) suspension from all league play (all nights).

- **May** result in suspension from the Athletic Complex on the first offense of up to two (2) calendar weeks (14 days). A second suspension during the season may result in suspension for the remainder of the season. Unsportsmanlike conduct, even on the first offense, may result in suspension for longer.
- If a team does not have a legal substitute for the ejected player, an automatic out will be charged in that batting position.

Suspensions:

- Are automatic (notification not required)
- Must be for actual games played; if the games are rainouts or forfeits during the suspension period, the player is suspended for the following games or until he/she has met the suspension requirement. Suspensions may carry over from one season to another, if applicable.
- Suspended player(s) are not allowed in the playing or spectator area during the suspension period. If violated, the game will be forfeited, and further action will be taken as necessary by the Recreation Division office.
- Apply to games scheduled on Saturdays or Sundays, if scheduled.
- Requires the player(s) to leave the playing facility area after being ejected. Failure to do so may result in a forfeited game.
- Of one (1) or two (2) calendar week(s) will not be reviewed.
- Of more than two (2) calendar weeks may be reviewed by the Recreation Division (unless the weeks are between seasons, then no review).

Disqualified Player: A disqualified player is one who has committed actions that would be deemed by the Umpire as unsportsmanlike. Disqualified players or coaches may remain in the dugout and/or coach but have lost game eligibility. Teams may continue to play under the shorthanded rule without a substitute.

2. Suspension Review: Players suspended for more than two weeks may request to have the suspension reviewed by the Recreation Division (unless the weeks are between seasons; suspensions may carry over from one

season to another). Players wishing to have a suspension reviewed must submit a written appeal to the Recreation Division within five days after notification of suspension. During the review, the Recreation Division may uphold, shorten or lengthen the suspension. The judgment of the Recreation Division is final.

3. INTENTIONAL BAT THROWING: Automatic disqualification for the remainder of the game. If a player, coach, umpire, or spectator is injured by the act of a bat being thrown, the Recreation Manager may impose a suspension of a minimum of one (1) game suspension.
4. FRAUD: One who has committed fraud while a player, coach, or manager; this includes but is not limited to playing under an assumed name, falsifying roster, or I.D.

PENALTY: Minimum of one (1) calendar year suspension from the Hurst Adult Softball program. Up to three (3) years of loss of eligibility in T.A.A.F. and U.S.A. (A.S.A.) play.

5. Physical contact, violence, or threat of violence by any player, coach, spectator, manager, or team against another player, coach, manager, team, or umpire may result in suspension from the City of Hurst Adult Softball Program for an indefinite period of time. This could also carry up to three years of suspension from all T.A.A.F. activities.

I. PROTESTS:

1. All protests must be made at the time of the incident and before the next pitch.
 - A protest fee of \$25.00 cash or check (made payable to the “City of Hurst”) must accompany the written report of the conditions causing the protest and be submitted to the Recreation Division by 12:00 noon on the day following the protest (Mon-Fri). If the protest is upheld, the \$25.00 will be returned.
 - If a protest is being filed on player eligibility, notify the umpire during the game so the scorebook can be marked, and the umpire can check with the team manager and player to identify the player in question (proper ID may be requested). The \$25.00 protest fee is waived for eligibility protests. Protest on player eligibility must be made before or during the game.
 - Only protests on rule interpretations and player eligibility are accepted. Judgment calls are not subject to protest. Protests on an interpretation of the rules must be made when the game is being played.

J. TIES:

1. The winner of each league will be determined by the most games won.
2. If two teams are tied (*equal win/loss records*), the following steps will be used to break the tie:
 - A. Head to Head results between two teams tied.
 - B. Run differential in Head to Head games.
 - C. Total runs allowed during the entire season.
 - D. Total runs scored during the entire season.
 - E. Coin toss.
3. If three or more teams are tied (*equal win/loss records*), the following steps will be used to break the tie.
 - A. Head-to-head results between teams tied.
(NOTE: If an unequal number of games have been played between the 3 or more teams tied, then #3. A, #3. B., #3. C., and #3. D. below will not apply.)
 - B. Run differential in head-to-head games.
 - C. Total runs allowed in head-to-head games.
 - D. Total runs scored in head-to-head games.
 - E. Total runs allowed during the entire season.
 - F. Total runs scored during the entire season.
 - G. Coin toss.

At any point, the 3-way tie is broken, and two teams remain with equal win/loss records; ties between the two teams will be resolved using steps in #2.

K. GENERAL INFORMATION:

1. AWARDS: T-Shirts are awarded to each league's first-place and second-place teams. If teams in different leagues (i.e., Coed) on the same night share 5 or more players and both win their league, then only one of the Champions teams will receive championship shirts. The first and second-place awards in the lower two leagues will be passed down to the second and third-place teams. **Only first-place shirts will be awarded in the Fall Doubleheader League.**
2. The Recreation Division has settled on these rules and regulations to accommodate a smooth-running program. The umpires calling this league are instructed to carry them out to the letter.
3. The Recreation Division reserves the right to delete or add any rule that, in the opinion of this division, will help to improve the softball program.
4. Alcoholic beverages are not allowed inside or in the immediate vicinity of the dugouts.
5. **Sunflower seeds are NOT allowed in the park.**
6. **Smoking and vaping are prohibited in City Parks, including the Hurst Athletic Complex. Smoking is permitted in the parking lot only. Ordinance #2174, Section 19.3**
7. CHURCH LEAGUE teams must use their corresponding Church's name within their official Team Name.
8. The double base shall be used at the first base in all divisions of play.
9. There are no refunds after the schedules are made.
10. Managers may make a schedule request before the schedules are made. In an effort to be fair to all teams, the City of Hurst will not honor schedule requests or changes at any time during the season without the consent of all teams affected by a proposed schedule change, **unless the change is due to inclement weather.**
11. The City of Hurst has the right to remove a player/manager if they are showing signs of being ill.

L. Coed RULES:

*** Co-ed D = Two (2) female C-classified players and two (2) male C-classified players. No Open classified female players or male players from Class A, Class B, or the USA Softball RPL-rated players**

1. 10 players take the field; 5 men and 5 women. Exception: If the Extra Player (EP) is used, 12 players must be used (6 male and 6 female and must be present at game time). A team may start the game with eight (8) players on the field or dugout. The 9th and 10th positions in the batting lineup will be automatic outs. The team must have nine (9) players on the field or dugout when the game clock reaches 45 minutes. If a team does not have nine (9) players at the 45-minute mark, the game will be declared a forfeit. If a team starts the game with eight (8) players, the team may only play with a maximum of ten (10) players for the rest of the game (no EPs).
**Coed must have four 4 males and four 4 females to start the game. Teams may not start a game with eleven (11) players.
2. The men will hit the 12" ball; women will hit the 11" ball.
3. In the lower division, over-the-fence home runs are an automatic out. Upper division Co-ed will follow Rule A.8

4. Stealing is not allowed in **any** level of co-ed.
5. Offensive teams must alternate the batting line-up according to gender. If a player leaves the game for any reason, their substitute must be of the same gender.
6. Defensively, two (2) males and two (2) females must take positions in the outfield; two (2) males and two (2) females in the infield and the pitcher and catcher must be of a different gender.
7. If a male batter is walked, intentionally or unintentionally:
 - a) With less than two (2) outs, the female must bat.
 - b) With two (2) outs, the offensive manager shall have the option to have the female batter awarded first base or bat in the normal sequence.
8. A player may play on more than one team in the City of Hurst. EXCEPTION: Players cannot play on two teams in the same league. Games will not be delayed to allow players to play on two teams on the same night.
 - Games will not be held for players playing on two fields on the same night. See Rule A7
9. Coed Rec teams may score up to eight (8) runs per inning. After the eighth run, teams change sides.

M. Women's League Rules

*** Women's D = Three (3) C-classified players and no Open-classified players**

1. Women's teams may bat up to 12 players.
2. **IF THERE ARE TWO WOMEN'S LEAGUES:** Teams in League 2 (the less competitive league) will be allowed not more than 3 players from League 1 to play with them in any one game. **Likewise, teams in League 1 will be allowed not more than 3 players from League 2 to play with them in any one game.** These players must be indicated on the lineup, **and the player's name and "regular" team must be listed on the team roster.** A team may have more than 3 players **from the other league** on their roster but are limited to playing only 3 in any one game. An opposing team may protest (through procedures outlined in the bylaws) if they believe a team uses more than 3 players from the **other league.**
3. **IF THERE IS ONLY ONE WOMEN'S LEAGUE:** Any team may pick up as many as 3 players from any other team(s) for any single game. **IF PICKING UP PLAYERS, THE LINEUP CANNOT EXCEED 10 PLAYERS.** In other words, if a team has only 8 of their own players, they may pick up 2 players from other teams to bat 10, but cannot pick up 3 players to bat 11. Pick-up players should be indicated on the lineup, **and those players' names and "regular" teams must be listed on the team roster.**

N. Men's League:

Three (3) D-classified players and no players from Class A, Class B, Class C, Class D+, or the USA Softball RPL

WEBSITES OF INTEREST

Registration information, schedules, scores, and standings	www.teamsideline.com/hurst
City of Hurst	www.hursttx.gov/recreation
Facebook and Instagram	@HurstParksandRecreation
Texas Amateur Athletic Federation (TAAF)	www.taaf.com
USA Softball (formerly ASA)	www.usasoftball.com

