



CITY OF CELINA PARKS & RECREATION

Adult Co-Ed Slow-Pitch Softball Rules / By-Laws - Summer 2026

The league will be governed by the **Official Rules of Softball as published by USA Softball (formerly ASA)** unless otherwise stated in this document.

1. Uniforms & Equipment

- **1.1 Uniforms**

- All players on each team must wear jerseys or shirts with a **permanently affixed, non-duplicated number on the back.**
- Matching base colors are required at a minimum for team uniformity.
- Jerseys without numbers, or with taped, pinned, or handwritten numerals, are not allowed.
- **Uniform Compliance Period:**
 - Teams will be given a grace period through **Week 2** of the season to meet uniform requirements.
 - During Weeks 1–2, players must still wear a shirt or jersey with a clearly visible, unique number for identification purposes. Matching colors are encouraged but not required during this period.
 - Beginning **Week 3**, all teams are expected to be fully compliant with the uniform requirements listed above.
- **Non-Compliance:**
 - Teams not in compliance after Week 3 may be subject to league review, including potential player ineligibility or other administrative action as determined by league staff.

1.2 Equipment

Bats

- The following bats are approved for league play:
 - USA Softball–certified bats bearing the **current or previous USA Softball stamp**
 - USSSA-certified bats bearing **either the current or immediately prior USSSA thumbprint stamp**
- Illegal bats will be removed from the game without penalty unless used again.
 - If used again, the player using the bat will be **ejected**.
- No other bats are permitted.
- All bats are subject to inspection by umpires or league officials at any time before or during the game. Any bat deemed illegal will be removed from play immediately.

Balls

- The ball used at all times must be a **12-inch, 52/300 slow-pitch softball**, stamped **ASA and/or USA**.
- Teams must furnish their **own game balls**.

1.3 Additional Equipment Rules

- Steel cleats are **not allowed**.
 - Umpires may ban equipment deemed **unsafe or illegal**.
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2. Eligibility & Team Formation

- Players must be **at least 18 years of age** (subject to ID checks).
- For purposes of league play, a player’s gender is determined by the gender listed on the team’s **official roster and waiver form**.

2.1 Team Make-Up

- Teams must have **at least 9 players** to start and maintain the game.
 - At least **4 players of each gender** are required.
- A team with 9 players will take an **automatic out** in:
 - The 10th spot of the batting order, or

- The lineup spot vacated by a player who leaves the game.
- If a team drops below **9 players at any time**, the game ends immediately as a **forfeit loss**.
- **Batting Order Rules:**
 - Teams may **not bat back-to-back male players**.
 - Teams **may bat back-to-back female players** without penalty.
 - The batting order must otherwise alternate male and female players.

2.2 Identification & Rosters

- All players must have a **photo ID on their person** during games.
- During roster checks, players must show photo ID matching the official **Roster/Waiver**.
 - Players may **not leave the playing area** to retrieve ID.
 - **No ID, no play**.
- All players must be included on the team's **official Roster/Waiver** on file with the Parks Department.
- Rosters are subject to ID checks at any time.
- Players may only participate on one team per league season. Once a player has signed a roster and participated in a league game for a team, that player is ineligible to play for any other team within the same league season.
- Guest players, substitute players from other teams, and temporary player additions are not permitted under any circumstances.
- Any team found using an ineligible player will forfeit the game in which the violation occurred.
- Team rosters will be frozen after the fourth regular-season game. No player additions or roster changes will be permitted after the freeze date unless approved by the Parks & Recreation Department.

2.3 Playoffs – Player Eligibility

- Players must play **at least 1 regular-season game** with a team to be eligible for playoffs.

- Players **may not play for multiple teams** during playoffs.

2.4 Violations & Protests

- Teams found in violation of eligibility rules will **forfeit the game**.
- Judgment calls made by umpires are not subject to protest.
- Only rule interpretations and player eligibility issues may be formally protested.

Roster Protest Policy

- All roster protests must be formally declared to the umpire before the first pitch of the third inning.
 - A \$50 non-refundable protest fee is required at the time the protest is filed.
 - Debit card and credit card payments will be accepted for protest fees.
 - Protest fees will be collected by the **Parks & Recreation Department** and used to offset administrative costs associated with roster verification.
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3. Game Format

3.1 Game Length

- Games are **50 minutes, 7 innings**, or end by **run rule**, whichever occurs first.
- Time starts at the completion of the **captains meeting**.
- No new inning will start after time expires.
 - The inning will be completed if:
 - The visiting team is batting, or
 - The home team is batting and trailing.
 - If time expires while the home team is batting and ahead, the game ends immediately.
- Teams will have a five (5) minute grace period from the scheduled game time to field the minimum required number of players.
- If a team cannot field the required number of eligible players after the grace period expires, the game will be declared a forfeit.

- Game time is maintained by the official umpire and/or league staff.

Mercy Rule

- 20 runs after 3 innings
- 15 runs after 4 innings
- 12 runs after 5 innings

3.2 Home / Away

- Teams flip a coin before the game.
 - **Playoffs only:** Higher-seeded team is the home team.
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4. Gameplay

4.1 Batting

- **No bunting allowed.**
- All batters start with a **1-1 count**.
- One courtesy foul allowed after reaching two strikes; the next foul is an out.
- Co-ed teams may bat **12 players** (one male EP and one female EP), but **not 11**.
 - Teams with more than 6 males and 6 females will treat remaining players as substitutes.
- Players arriving after the game has started may be added to the bottom of the batting order without penalty.
- Late-arriving players must be listed on the official roster and meet all eligibility requirements.
- If a player must leave the game due to injury, illness, or ejection and no eligible substitute is available, that player's spot in the batting order will be recorded as an out each time it appears.
- If a team falls below the minimum required number of players, the game will be declared a forfeit.

4.2 Walks

- Male batter: awarded **2 bases** (must touch 1st base).
- With two outs, a female batter may choose to:
 - Take first base, or
 - Continue batting.

4.3 Base Running

- Stealing bases is not permitted.
- Runners must remain in contact with the base until the pitched ball has been hit, reaches home plate, or is ruled dead by the umpire.
- Any runner attempting to steal or leaving the base early may be called out at the discretion of the umpire.

4.4 Home Runs

- **Co-Ed 1-Up Rule** is in effect:
 - A team cannot exceed one more home run than the opposing team.
- In the final **10 minutes of the game**:
 - The home team may not go 1-Up over the away team.
 - If the away team goes 1-Up, the home team may match.
- The official game clock is kept by the **umpire**.
- A player hitting a home run over the limit is **out**.
- Females have **unlimited home runs** and do not count toward the 1-Up rule.
- Teams hitting a home run must retrieve the ball or provide a new one.
- Any ball that bounces over the fence will be ruled a ground-rule double unless otherwise specified by field rules.

4.5 Courtesy Runner

- Courtesy runners are permitted for injured players.
- The courtesy runner must be the last recorded out of the same gender.
- Courtesy runners may not be used for strategic advantage or excessive delay.

- The umpire has final authority to determine whether a courtesy runner may be used for an injured player.

4.6 Pitching

- All pitching rules will follow current USA Softball Slow-Pitch regulations.
- The pitcher must deliver the ball underhand with an arc reaching a minimum height of six (6) feet and a maximum height of ten (10) feet from the ground.
- Flat, excessively low, or “narrow arc” pitches commonly associated with USSSA-style play are not permitted.
- The umpire’s judgment on pitch legality and strike zone enforcement is final.

5. Extra Innings

5.1 Regular Season

- Games may end in a **tie**.
- If time expires during an inning, the inning is completed with normal bat count.
- The game ends immediately if the home team is winning and time has expired.

5.2 Post-Season

- A winner must be determined.
 - Extra innings will use **one-pitch format**.
 - Starting in the **second extra inning**, the batting team places its last out on second base.
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6. Playoffs

- Top four teams advance to **single-elimination playoffs**.

6.1 Tiebreakers

1. Head-to-head results
2. Head-to-head run differential
3. Overall run differential
4. Fewest runs allowed

5. Total runs scored

7. Special Rules & Considerations

7.1 Defensive Alignment

- Defensive positioning is **unrestricted**.
- Teams may place players in any defensive positions regardless of gender.
- Standard USA Softball co-ed defensive alignment requirements are **not enforced**.
- Teams may **not field more male players than female players defensively**.

7.2 Player Substitutions

- Substitutions may only be made **prior to game start**.
- Players must meet eligibility requirements, be added to the official roster, and sign a waiver.
- Players arriving after the game has officially started may only enter the game if they are listed on the official team roster and added to the bottom of the batting order.
- No non-rostered players may enter the game after it has officially started.

8. Conduct & Discipline – Zero Tolerance

- Unsportsmanlike conduct including abusive language, excessive arguing, fighting, threatening behavior, intentional bat throwing, or harassment of players, officials, or staff will not be tolerated.
- Players or spectators removed from a game may be subject to additional suspension or removal from the league at the discretion of Parks & Recreation staff.
- Team managers are responsible for the conduct of their players and spectators.
- Unsportsmanlike conduct by spectators may result in warnings, ejection from the facility, or forfeiture of the game.

9. General Information

- Alcohol is prohibited by City Ordinance.
- Weather delays limited to **15 minutes**.

- Games postponed due to weather or field conditions will be rescheduled when possible at the discretion of the Parks & Recreation Department.
- Games will be suspended immediately in the event of lightning or unsafe field conditions.
- Parks & Recreation staff reserve the authority to delay, suspend, or cancel games in the interest of participant safety.
- Schedule changes and cancellations will be communicated through official league communication channels.
- Ejected players must leave the park immediately.
- Parks & Recreation reserves the right to modify rules at any time for the betterment of the league.
- The Parks & Recreation Department reserves the right to make final decisions on any situations, disputes, or rule interpretations not specifically covered within this document.