

# **ADULT SOFTBALL LEAGUE RULES**



**CARROLLTON**  
TEXAS

AFTER READING THE RULE PACKET, ANY QUESTIONS YOU MAY HAVE CONCERNING ADULT SOFTBALL LEAGUES MAY BE DIRECTED TO:

**LEAGUE DIRECTOR**

Derrius Gooden

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**The current NTX USSSA, USSSA National and Senior USSSA rulebook will govern all rules unless otherwise noted.**

## **I. Rosters**

1. **You will have to have a roster on file to play each game. If you do not have a roster with all players enrolled & waiver signed, you will NOT be able to play. It WILL result in an automatic forfeit.**
2. **To submit your roster, you will need to email me each player's name & email address prior to the first game (unless told otherwise by me). Rosters will be given to the attendant so there will be no confusion or mishaps when the game starts.**
3. All players must be at least 18 years of age at the time they participate.
4. All players must have a picture ID in their possession should a protest occur concerning eligibility. Any players not having this are ineligible to play until proof is provided. Players playing under an assumed name or playing without being on the official roster will risk suspension from league play and games forfeited in which they are involved.
5. All teams must pay by the registration end date to be placed on the schedule. Payments can be made by cash, check, or Visa/Mastercard. NO EXCEPTIONS!
6. All teams must submit a roster each season. Team rosters must be input online before the team's first game. Teams will have until the 3<sup>rd</sup> game of the season before rosters are locked and cannot be changed. Any team without a submitted roster will be automatic "Visitor" in all games until the roster is officially submitted UNLESS the team with the online roster wishes to be the visitor. Any team without an official roster by the 3<sup>rd</sup> game of the season will be ineligible for the playoffs. If a team has not submitted a roster and is protested, the protesting team will automatically win the protest.
7. Players are not allowed to play on more than one team in the same night and division. It is the responsibility of the opposing team to protest any player they believe to be in violation of this rule.
8. All players are also required to complete a participation waiver before each season. These will be available through Team Sideline.
9. Church Leagues: All players must meet one of the following requirements:
  - a) be a member of the church where they play
  - b) be approved by the pastor by his/her signature on the official team roster

\*Teams are limited to members of that represented church only.

## **II. Equipment**

1. Legal balls for league play must be "Classic M" and "Classic W" balls with a Carrollton stamp. Balls will be available for purchase during registration and at the fields with the recreation attendants.
2. All players must wear closed-toe shoes. 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.
3. **Uniforms:** There are no requirements for matching color or numbers; players may wear any appropriate shirt they choose.
4. ONLY bats with the USSSA approval stamp on the bat are allowed. Any player found using an illegal bat will receive a 1st time offensive out. If this occurs again then the player found using the illegal bat will be ejected from the game.
5. **Beginning January 1, 2023, ALL bats used in USSSA tournament play MUST have the new 240 stamp. A player caught using a 220 bat will be ejected from the game and the bat removed from play for the remainder of the tournament.**

### III. Game Rules

1. **Temporary Players:** Our objective is to play softball, not to have forfeits. Therefore, a temporary player may only be used with the permission of the opposing team before the game starts. If a team approves a temporary player, they may not protest the player's eligibility once the game starts. If the opposing team objects to picking up a temporary player, then that player may not play in the game. A team may only pick up a total of (2) two temporary players and may not exceed (10) ten people on the line-up. No temporary players may be used as EP's.  
\*\* The Temporary players rule does not apply to the end of season playoffs. Temporary players are not allowed on line-ups for the end of season playoffs. It is the responsibility of the opposing team to protest any player they believe to be in violation of this rule. \*\*
2. **Number of Players in The Line-Up:** A legal line-up will consist of no fewer than nine (9) players and no more than 10 unless the team chooses to use an EP (extra player).
  - a) Teams can start games with a minimum of 8 players on the field and/or in the dugout. Any team starting with 8 players will be automatic visitor. The ninth and/or tenth positions in the batting line up will be an automatic out. Teams must have at least 9 players on the field or in the dugout when the game clock reaches **39 minutes**. If a team does not have nine players by that time, the short-handed team will forfeit. Coed teams may start the game with 8 players (4 males/4 females). The ninth player must be on the field or in the dugout when the game clock reaches **39 minutes**. If a team starts a game with 8 players, they may only play with a maximum 10 players in the lineup at one time the rest of the game. Teams are not allowed to use EP's if they start the game with 8 players.
  - b) Coed play may have more females than males, the same number of males and females, or 6 males/4 females. Batting order must be female/male alternation. If the male batter walks, he receives a two-base award, and the female batter has the option of batting or walking.
    - I. If a team plays using the 6/4 format, a female must bat 1st, 3rd, 5th and 7th. Men must bat 2nd, 4th, 6th, 8th, 9th, and 10<sup>th</sup>. If using the 6/4 format and either the male player in the 8th or 9th spot in the batter order walks, the male player ONLY walks to first base. He does NOT go to second base and the following male player does not get his choice of hitting or walking to first like a female player would.) Once a team starts the game using the 6/4 format, they may not alter the lineup (i.e., teams cannot go back to 5 girls and 5 males). If there is a 5th girl present at the start of the game, teams cannot use the 6/4 format. When using the 6/4 format, if one of the 4 female players is removed from the game, ejected, or injured, the game is a forfeit.
  - c) If a team has only nine players present to start or finish the game, then there will be an out in the tenth position. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.
  - d) EP in Men's, Women's, and Church - The line-up will consist of no more than twelve players and substitutes.
  - e) EP in Coed League play - The line-up will consist of twelve players (six males/six females) and substitutes. A team may NOT bat eleven (11).
3. **Time Limits:** There will be no new innings to begin after 50 minutes. The clock will begin after the coin toss. In the case of inclement weather or power failure, four innings or 30 minutes will constitute a regulation game (3-1/2 with home team leading). Tie games stopped will resume at the exact point where they are stopped. Any game not considered regulation (4 innings) would be played over from the beginning.
4. Run rule will be **15 runs after 3 innings, 12 runs after 4 innings, 10 runs after 5 innings.**
5. Each batter will begin with one (1) strike and one (1) ball, any foul ball hit will be counted as a strike.

6. **Tie Breakers:** will be one pitch with the last out from the previous inning on second base. The game will be played out until there is a winner. If the last out from the previous inning has been ejected or is an automatic out in the batting line up, second base will be empty.
7. **Home Runs:** Any hit fair fly ball (untouched) over the fence will be penalized as follows:
  - Recreational Leagues: *Each home run after the team limit will be an out.*
  - Church League = 1 home run per game
  - Coed League = 1 home run per game per gender
  - Men's 1HR League= 1 home run per game
  - Men's 0HR League= 0 home runs per game
  
  - Competitive Leagues: *Each home run after the team limit will be an out.*
  - Men's 5HR League = 5 home runs per game
  - Men's 3HR League= 3 home runs per game
  - Men's Senior (40+) League = 5 home runs per game
8. Home team is determined by coin toss prior to each game. If one team is unable to field a complete team (less than 10), they will automatically become the visiting team. Lineups are due to be turned in to the umpire and opposing manager prior to each scheduled game at home plate. In second games of double headers, lineups are due immediately after preceding game. During the playoffs, the higher seed will be the home team.
9. **Game Protests:** Protest cannot be made on the judgment calls of umpires. All protests must be filed at the time of the dispute or prior to the next pitch. Umpires must be notified the game is being protested to log the protest properly on the back of the scorecard. Protest must be submitted **in writing before the next pitch** on the back of the scorecard. A \$50.00 (**cash only**) fee must accompany **each protest** (if upheld, fee is returned). Protests of eligible players must be made before the start of the 3<sup>rd</sup> inning. If a player enters the game for the first time after the start of the 3<sup>rd</sup> inning, a team may protest that player before the next legal pitch is thrown. After a legal pitch is thrown, the player may no longer be protested.
  - a) The protesting team can challenge up to 3 players with each protest.
  - b) The players in question must immediately produce a photo ID. Players may go to the parking lot to retrieve ID in a reasonable amount of time.
  - c) If no ID is provided or the ID does not match any name on the roster, the protesting team will win by forfeit and their \$50 protest fee will be returned.
  - d) If the photo ID matches a name on the roster the game will continue.
10. Only players, managers, coaches or sponsors are allowed in the dugout, bench or on the field of play during a game. Animals and children under 18 years of age are not allowed in the dugout during games AT ANY TIME. Any person caught in the dugout that is not supposed to be there will be asked to leave and resume watching from the stands, outside the playing field. Game will not resume until they are removed from the dugout.
11. The "protecting the pitcher" rule will apply to league play. Each team will have a player called out and be warned after the first incident, a player ejected from the game after the second incident and will forfeit the game after the third incident.
12. **The catcher or any fielder cannot block the path to the plate or bases on a thrown ball unless he clearly has possession of the ball.**
13. **Substitutions:** must be announced to the plate umpire or scorekeeper. A substitute may take the place of a player whose name is on his team's lineup/batting order. If not reported to the umpire and protested by the other team, the improper player is ejected.

#### **IV. Senior (40+) League Rules**

1. **Flip Flop Rule:** 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, 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
2. Five (5) run limit per inning. 50-minute time limit.
  3. **Modified buffet inning:** After 40 minutes has expired, the start of the next inning will be declared the last inning. If 40 minutes expire during the top of an inning with less than 2 outs, that inning will be declared the final inning. Unlimited runs will be allowed in the final inning. No regulation innings will be allowed to start after the 50-minute time limit has expired. One pitch rule will be followed for any inning starting after the 50-minute time limit.
  4. Unlimited courtesy runners may be used each inning (NO RABBIT).
  5. Scoring plate will be used – if a runner touches home plate the runner is OUT.
  6. Defensive team must always use home plate. If there is an attempt to tag the runner at the plate, the runner is automatically safe.
  7. Home plate commitment line will be used – once a runner is past the commitment line, the runner can be out by touching home plate (like a play at first base).
  8. The pitching arch will be a minimum of 6ft and a maximum of 10ft from the ground with faking.
  9. A pitching screen will be used. The pitcher MUST be behind the screen when the batter makes contact with the ball. One warning and then pitcher will be removed from the pitching position. No ejection. Pitching screen specs: 48" wide x 78" tall.
  10. The pitcher MUST be touching the rubber when the ball is released. No pitchers box.
  11. A batted ball hitting the pitching screen is a dead ball foul.
  12. Bats – USSSA approved stamped and USSSA Senior approved stamped.
  13. Balls – Carrollton stamped Classic M balls.

## **V. Schedule**

1. Any team that does not show up for their scheduled game will forfeit. A second offense will be a \$50.00 fine, and a third offense will cause the team to be removed from the league all together. Once a team is removed from the schedule, any scheduled game for the remainder of the season will be changed to a forfeit. If the forfeiting team calls prior to game time more than once to forfeit their game, they will be fined \$25.00 to continue playing in the league. Teams know their schedule for the entire season in advance therefore making it possible to avoid forfeits. **All forfeits will result in a game score of 7-0. Weekday (M-F) forfeits must be called/emailed into the league director by 4:30pm. Weekend (Sunday) forfeits must be called/texted to 469-986-6635 no later than one hour prior to game time. Any others will be treated as "no-shows". No exceptions!**
2. **Rain out procedure:** Decision of field status will be made daily by 4:00pm. A recording will be available when a decision has been made to inform managers of the status of fields by calling **972-695-2335**. Field status can also be checked by visiting **cityofcarrollton.com/athletics**. Attendants have the jurisdiction to cancel games prior to game time and during play due to inclement weather or unsafe playing conditions. Some game decisions may have to be made at the fields at game time. If your game is rained out be prepared to play that makeup game either on your teams' normal playing night or if multiple rainouts occur be prepared to play on different night than normal playing night. This will keep the leagues from overlapping each other.
3. All leagues and playoffs games that are rained out and unable to be rescheduled before the next season of softball is scheduled to start will be played on a TBD schedule.

\*\*\*Every effort will be made to reschedule all games on your regular league night\*\*\*

## **VI. League Standings & Playoffs**

1. **Quality of Competition:** Any team finishing in first or second place in their division will be eligible to move up to the next division in the next season. Any team finishing in the bottom two of their division will be eligible to move down a division in the next season. The City of Carrollton reserves the right to move teams to a different division based on results of previous seasons.
2. **Determination of City Division Winner – Single Game league:** Winner will be determined by playoffs at the end of the season. The top four teams in each division will make playoffs. **Double Header league:** Winner will be determined by Playoffs at the end of the season. **Exceptions:** In case of a tie, teams will compare head-to-head records, head-to-head points differential\*\*\*, total runs scored, total runs against, and if teams are still tied, placement will be determined by a coin toss. If there is no head-to-head game, the next tiebreaker will be used. If there is a tie between 3 or more teams, and head-to-head cannot break tie, the next tiebreaker will be used. To use the head-to-head differential, all teams tied must have played the same number of games against each other.
3. **Awards:** First and second place teams, in each division, will receive T-shirts at the completion of their season. First and second place teams may request a trophy if they wish through the recreation office. Trophy requests must be made within one week of the end of playoffs.

## **VII. Player Conduct**

1. **Player Conduct:** Profanity, baiting the other team, fighting, or throwing of equipment in anger will not be tolerated. All ejections will result in a minimum automatic one game suspension. This means the game you are currently playing in plus the entire next game. Any player ejected from a game must leave the facility immediately. After a player has been ejected 3 times in one year, the automatic suspension will be increased.
2. Physical and verbal assault on an official (umpire and/or attendant) will result in immediate removal of that player(s) from the league and possible suspension up to an indefinite period.
3. **"No Running Up the Backstop" Rule** – If a player runs up the backstop after a score or at any time it will be counted as an out. If the player scores before running up the backstop the run will not count. If the third out is made it will be counted as an out in the next inning
4. **"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.)
5. **The "Blood Rule"** – Any player who has a blood injury during the game, must leave the game and may not return until the injury has been properly cleaned and bandaged. If the uniform has blood on it, the uniform must be changed. This player may return to the game upon approval from the game umpires. If player is injured and can't get the blood cleaned up in a timely manner, last person to make an out will take the injured player's position. If it's the batter, skip and go on. In Coed skip two. Can only skip the batter in question one time. Next time if unable to bat, batter is out. The clock does not automatically stop unless it's the last 5 min of the game. Stop the clock for any severe injury.
6. **NO ALCOHOLIC BEVERAGES ARE ALLOWED IN CITY OF CARROLLTON PARKS.** Any alcohol found in the dugout will result in penalty from the league (ejection and/or forfeit) and is subject to citation from City of Carrollton.
7. Smoking (cigarettes, cigars, pipes) will not be allowed in the dugout. Violations of this rule will cause play to stop immediately, and the player(s) will be ejected from the game.
8. The City of Carrollton reserves the right to have any team change their team's name on the basis that it is inappropriate, obscene, vulgar, or misleading in any way.