

Grapevine Parks and Recreation Adult Softball -Rules and Regulations

Revised 2/3/2023

[USA/ASA Rules Link](#)

[TAAF Adult Softball Rules Link](#)

All league games will be played in accordance with the current USA Softball (formerly ASA: Amateur Softball Association) Official Rules and the current Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports, with the addition of the following:

**** DENOTES ANY RULE REVISIONS WITHIN THIS PAST YEAR**

I. Eligibility

1. No residency or employment requirements.
2. Players in all adult leagues must be sixteen (16) years of age or older prior to the start of league play.
3. Coaches/team managers are responsible for their rosters to match the players' identity. All players must carry a current picture identification with them at all times during all league games.
 - If the illegal player is found before the game, they will not be allowed to play and the game will begin, dependent upon the number of players leftover.
 - If the illegal player is found during or after the game once rosters are final, the game will automatically be deemed a forfeit.
4. Players will be allowed to play on more than one team during a season, but cannot play on more than one team in the same league. No team may pick up a player that is on another roster in the same division/night.
5. In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the department's discretion.

II. Rosters

1. Each team will be allowed a maximum of twenty (20) players, including playing coaches.
2. Each team may add up to 20 players during the season. Once a team adds 20 players, then coaches will have to add/drop players. You may do so with the department's Athletics Coordinator. No team may exceed 20 players at a time.
3. Rosters are final after the sixth (6) game. No team may add any players after their sixth (6) game. Your roster will be frozen after six (6) games and that is what you will play with for the remainder of the season including the post-season tournament if the team qualifies. If a team has not submitted their roster, games will result in forfeits.
4. All team members must submit a roster form using the online roster link provided by the



department. This is a requirement of all teams as the league uses it as a waiver to play with the City of Grapevine.

5. **Free Agents** – If teams need extra players, contact the Athletics Coordinator for the free agent list.

III. Equipment/Uniforms

1. All players on each team must wear jerseys that have a permanently affixed, non-duplicated number on the back. Matching base colors are strongly recommended and encouraged for teams to maintain uniformity. Jerseys without numbers or jerseys with taped, pinned, or handwritten numerals are NOT allowed.
 - There will be a two (2) game grace period for all teams to obtain their jerseys. After this grace period, players not attired as described above will NOT be allowed to participate.
2. Steel cleats are not allowed.
3. Umpires may ban equipment that is deemed unsafe or illegal.
4. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during games. Players must remove jewelry if judged to be dangerous. If they fail to do so, the player will be ejected from the game.
5. **Bat Policy** – Only ASA/USA approved bats will be permitted. Umpires and staff reserve the right to question, inspect, or remove any bat deemed suspicious of being altered or tampered with. If a player is discovered to be using an illegal bat, the player will be called out. Both the player and the bat will be removed from the game. Any time players have a question regarding the legality of a bat, they must ask the home plate umpire for a ruling prior to taking a position in the batter's box. If an illegal bat is discovered prior to the batter entering the batter's box, The bat will be removed from the game and no penalty will be assessed to the player or the team.
6. **Game Balls** – The league balls consist of an ASA/USA stamp approved .52 core/300 lb. 12" ball across all men's divisions.
 - For Co-Ed, men will use the same ASA/USA Stamp approved .52 core/300 lb. 12" ball and women will now use an ASA/USA Stamp approved .52 core/300 lb. 11" ball.
 - Game balls are available for purchase in the tournament office for \$7 each. Invoices will be added to the team manager's account and must be paid online within a week of purchase.
 - 55+ Seniors League - Seniors may use above ball or the 12" .44 core/375 lb. red-stitched ball and ASA/USA Stamp approved seniors' bats.

IV. Playing Rules

1. Each team manager should initial the umpire's scorecard after each game. This will ensure that all records are correct and have been accepted by BOTH team managers. Failure to initial the game report will be an indication that the team manager has ACCEPTED the game report and has forfeited his/her right to a review. League standings will be based on game and staff reports.



2. **Batting:**
 - **Men's teams may use an EP (Extra Player) and bat 11. If a men's team has more than 11, the remaining players will be considered substitutes.**
 - All batters will begin with a 1 ball, 1 strike count. The first 3rd strike foul ("courtesy foul") will NOT be an out, but the second 3rd strike foul will be an out.
3. **Game Times:**
 - An official game for Men's leagues will consist of fifty-five (55) minutes, seven (7) innings, or the "Run Rule," whichever comes first.
 - An official game for Co-Ed For Fun leagues will consist of fifty (50) minutes, seven (7) innings, or the "Run Rule," whichever comes first.
 - For rainout procedures on official game time, refer to Article VIII, Sec1.
4. **Run Rule:**
 - 20 after 2 innings; 15 after 3 innings; 12 after 4 innings; 10 after 5 innings (4½ innings if home team is ahead).
5. **Regular season games can end in a tie.** If time expires at the start or middle of an inning, the inning will be play out in its full completion with the normal bat count. View post-season tie-breaker procedures in section IX. During post-season play, if the time limit expires or game goes into extra innings due to a tied score, the game reverts to a 3 ball, 2-strike conclusion (first foul is an out).
6. **Home Run Limits: Any batter hitting a home run in excess of the home run limit is ruled as a dead ball out.**
 - **Class D League** –3 home runs will be allowed
 - **Church League** –2 home runs will be allowed
 - **Seniors League** –2 home runs will be allowed
 - **Class E League** –1 home run will be allowed. If the Men's E divisions splits up in 2 divisions:
 - **Men's E (East)** – 2 home runs will be allowed
 - **Men's E (West)** –1 home run will be allowed
 - **Co-Ed For Fun League** – 1 home run will be allowed
 - **Gateway League** – 2 home runs will be allowed
7. Teams must start and finish a game with at least nine (9) players. Teams with 8 or less players will result in a forfeit. A team with nine (9) players will receive an "automatic out" for the open tenth batter spot, even in the event of an injured player.
 - a) If an injured player leaves the game as a runner or batter, the runner or batter shall be declared out.
 - b) When the injured player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
 - c) An inning or the game can end with the automatic out.
 - d) The injured player who has left the game cannot return to the line-up.
Exception: A player who has left the game under the blood rule may return after missing a turn at bat.
8. **Blood Rule:** A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time.
9. Any of the starting players may be withdrawn and re-enter once provided such player occupies the same batting position, whenever they are in the line-up.

10. **Five (5) minute grace period! The clock will start at game time. The team that is awaiting their ninth (9th) player will automatically be the visitors and forfeit the top half of the first (1st) inning. If the teams' ninth (9th) player does not show within the five (5) minute grace period, the game is declared a forfeit.**
11. **Courtesy Runner:** Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. A courtesy runner may be used once per half-inning.
 - Note 1: In Co-ed leagues, both a male and female player may opt for a courtesy runner in each half-inning. Courtesy Runner(s) used in Co-ed play must be gender specific.
 - Note 2: If a courtesy runner's turn at bat comes while on base, the player who the courtesy runner is running for will be called out. The courtesy runner will be removed from the base and take their turn at bat. A second courtesy runner or a substitute is not permitted at this time.
12. **Forfeit Fee:** Any team that forfeits a game will be assessed a \$25 fee that must be paid in order to play the following week. The Athletics Coordinator must be notified 24 hours in advance of the game forfeit in order to wave the forfeit fee. Fees can be paid online through the team manager's account or at the REC of Grapevine front desk.
13. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of the entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
14. If a team shows up and the other team no-shows as a forfeit, they will have use of the field for practice (except for the last game of the night) until ten (10) minutes before the next scheduled game time.
 - Umpires are NOT required to officiate during forfeits.
15. In the interest of safety for players and children, all teams are asked to keep the gate from the dug-out on to the playing field closed at all times. No person under the age of sixteen (16) will be allowed on the playing field at any time during the game.
16. **Stealing:** All Men's leagues will observe the "steal rule." This includes games with a 3 ball, 2 strike count. Runners may advance when the ball reaches the front edge of home plate. Leaving early will result in a dead ball out.
17. **The Halo Rule will be enforced with all divisions**
 - If a batter hits a ball up the middle directly at the pitcher and/or path in flight passed the rubber—if in the judgment of the umpire to be dangerous (high risk of injury), the play will be ruled dead—runners will go back to the original base they started at time of pitch and the batter is out.
 - Chalked lines will be marked down 1 foot on each side of the pitching rubber to assist in discretion.
 - If the ball hits the ground before the rubber and then hits the pitcher the Halo Rule will not be enforced as this is considered a groundball.
 - If the ball is above the pitcher's head when it travels through the Halo Zone the Halo Rule will not be enforced.
18. **Pitching Arch:** The ball shall be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.
19. **Strike Zone** is the space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's back shoulder and the front knee.

V. Co-Ed Playing Rules

All playing rules (Section IV) will apply except for the following:

1. Co-Ed leagues may start with nine (9) players, five (5) of one gender and four (4) of the other. The automatic out rule will apply for the tenth batting position (See rule IV.7.).
2. Teams are allowed to play more females than males at any time during the game if there are less than 5 males. Players are limited to one particular team.
3. Teams at bat will be allowed to score a maximum of seven (7) runs per half inning depending on when the umpire signals "time".
4. Co-Ed leagues will observe a 50-minute time limit. No new inning will start after 50 minutes; the home team WILL be able to finish their half of the inning.
5. Official Balls: **In Co-Ed, men will use an ASA/USA Stamp approved .52core/300lb.12" ball and women will use an ASA/USA Stamp approved .52core/300 lb. 11" ball.
6. Defensively, the pitcher and catcher must be of different gender. For the other positions, there must be an even number of males and females in the infield and outfield. The five (5) male fielders and five (5) female fielders may play any position as long as genders are evenly distributed between the infield and outfield. For example, two (2) males and two (2) females must take any position in the outfield; two (2) males and two (2) females must take any position in the infield. If a team only has 9 players, five (5) male and four (4) female, all 9 players can play defense with no more than 2 players of the same gender in the infield/outfield, as noted above.
7. Offensively, teams must alternate the batting line-up according to gender.
8. Batting: **Co-ed teams may bat 12 but not 11 (one male EP and one female EP). If Co-ed teams has more than 6 males / 6 females, the remaining players will be considered substitutes.**
9. Any walk to a male batter will result in a two-base award. The next batter, a female, will bat.
Exception: With two outs, the female batter has the option to walk or bat.

VI. Freeze Out Winter League Playing Rules

1. Teams play 30-minute double headers.
2. Each at bat begins with a full count.
3. No courtesy foul.

VII. Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 p.m. each day. Updates on field conditions during inclement weather will be sent out to team managers via TeamSideline.
2. **It is the team manager's responsibility to notify his/her players regarding field playability and schedule updates.**
3. **Rainout Hotline: (817) 410-3475 – updated after 3:30 PM.**

VIII. Rain-Out Procedure

1. Rainouts will be made up on regular league play nights. A game is considered official if it is called after 4 innings or 3 ½ innings if the home team is ahead.
2. All make-up games will be called in its entirety.
 - Exception: If a league has more than two (2) games to make up, then all games will begin with a 3 ball, 2 strike count, and the third foul is not an out, the fourth foul is an out.



IX. Tie-Breaker Procedure

In case of a tie for the top two (2) teams at the conclusion of the season, the following tiebreaker procedure will be used to determine places:

1. Head-to-Head result(s) between teams tied.
2. If teams split in head-to-head games, point differential in those games will be used.
3. If teams are still tied, point differential in ALL league games for the teams tied will be used.
4. After the first-place team has been determined, revert back to #1 above to determine second place from the remaining tied teams.

X. Conduct/Discipline – Zero Tolerance

The following guidelines have been established for the protection of the participants and the continuation of the league. The team manager is responsible for ensuring that the team and team's spectators cooperate with city staff and officials.

1. Grapevine City Ordinance Section #16-6 states, "It shall be unlawful for any person to possess or consume alcoholic beverages in the public park of the City."
2. No tobacco products, alcohol consumption, or smoking on park property or city fields.
3. Zero Tolerance- If a player is ejected from the game, it is the coach's responsibility to get that player OFF of the field and OUT of the facility immediately. If the player refuses to leave in a timely manner, the game will be declared a FORFEIT by the game official.
4. Any player, coach, and manager ejected from any league game will be suspended for (1) one game following the day of the ejection. **Longer suspensions may apply based on the severity of the incident.** City staff have authority to lengthen the suspension timeline based on the severity of the incident where the ejection took place.
5. Players, coaches, managers, and spectators who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
6. Each team manager will be held responsible for the conduct of their fans and spectators.
7. Suspensions will carry over from season to season.
 - A player suspended during the final game of one season will also be suspended for the first game of the next season
8. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.
 - No person shall at any time lay a hand upon, shove, strike, harass, or threaten opponents, teammates, spectators, city staff, or officials. Players in violation of guidelines should be ejected immediately and removed from further play.
9. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or longer, depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision **in writing** regarding the appeal. The office has the right to uphold, reduce, waive, or increase any suspension that has been granted, once the research has been conducted.

All decisions are final and are considered closed.

10. The officials have authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the officials, staff member or official, fighting (before, during or after the game), any intoxicated condition detected by the officials before or during the game or any flagrant foul as determined by the officials.

XI. Park Rules

1. Alcohol is strictly prohibited by players and spectators at all times within the park.
 - If alcohol is found on the premises, an immediate ejection will be implemented
2. Patrons must observe the city's "Dog Leash Law" while at the park. No dogs allowed on the field or in the dugout.
3. No in-line skates, skate boards, or scooters allowed.
4. For the courtesy of all patrons, please observe all bicycle safety rules within the ball field areas.

XII. Summaries

1. Normal ASA/TAAF rules will apply if not noted above.
2. The Parks and Recreation Department reserves the right to add, delete, or amend the rules, regulations, and policies for the betterment of the program.
3. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

XIII. Umpire Information

If there are any questions or concerns regarding rules or officials, you may reach out to Casey McCarter, United Sports Officials Adult Sports League Coordinator – (469) 325-7185 casey.usoofficials@gmail.com

XIV. Staff Information

1. Mitchell Bradley, Athletics Coordinator – (817) 410-3442 mbradley@grapevintexas.gov
2. The REC of Grapevine – (817) 410-3450
3. Schedule and standings are posted on www.TeamSideline.com/Grapevine
4. **Forfeit Rule:** Teams must notify the city of a forfeit 24 hours in advance. If a team does not give proper notice, then a \$25 forfeit fee will be assessed to the team. If a team needs extra players, the city can provide a free agent list.
5. There is an on-site monitor located at the athletic complex. This staff member is readily available for questions, game ball purchases, and other related adult league inquiries.

