



INTRODUCTION

Welcome to the City of Eugene Athletics Softball Program.

Our softball program is designed to provide a perfect blend of competition, camaraderie, and a break from the daily grind. The Athletics staff is dedicated to delivering a well-organized experience, featuring top-notch facilities and umpires. We're confident that you and your team will find this season thoroughly enjoyable.

We value your feedback and suggestions, as they help us continually enhance your program experience.

Wishing your team the best of luck and a fantastic season!

ATHLETICS STAFF

Athletics Program Supervisor: Laurel Mathiesen

Athletics Programmer: Jayson Beaty

Umpires: Ray Cunningham

A special thank you to our softball Advisory Committee for their invaluable contributions in shaping our program each year.

Men's, Women's and Mixed Softball Leagues Rules & Regulations

MANAGEMENT AND AUTHORITY

- A. The Athletics program holds the overall management responsibility for the softball program and its participating teams, with final authority vested in the Athletics staff. Any program-related concerns should be directed to this department.
- B. The Softball Advisory Committee and Athletics staff possess the authority to balance league participation and take necessary measures to ensure inclusivity.
- C. Upon league entry, teams and players commit to adhering to the regulations outlined in this rulebook.

FEES AND REFUNDS

- A. Team fees are non-refundable post-registration unless a replacement team is secured.
- B. No refunds are provided to expelled teams or players.

LEAGUES AND SEASONS

Leagues

- A. Men's C-D: Various skill levels emphasizing recreation.
- B. Men's Rec: Recreational play with safety-focused rule adjustments.
- C. Senior Men's: Players aged 50 and above, with safety-enhanced rules.
- D. Women's C: Varied skill levels with a recreational focus.
- E. Women's Rec: Recreational league with safety-enhanced rules.
- F. Mixed C: Diverse skill levels emphasizing recreational play.
- G. Mixed Rec: Recreational league with safety-enhanced rules.

PLAYER ELIGIBILITY

- A. Age Requirement: Mixed and Men's leagues: 18 and above, Women's: 16 and above, Men's Senior 50, and above. Mixed 3-Pitch Family Rec League: minimum 14. Participants must meet age requirements by December 31 of the league year. Under 18 requires parental/guardian consent.
- B. Players must: Be listed on the team roster or add form with signature.
Be registered with Men's, Women's, and/or Mixed teams of the same league level only, except for specific leagues.
Penalty for Playing Ineligible Players: Any game with ineligible players faces forfeiture, with potential player suspension.
Player Identification: Teams must provide proper ID upon request; protests are only valid during games.
- C. Team rosters must be completed and submitted during registration.
- D. Add/Drop: Player additions/drops permitted during the season, subject to manager sending roster invite. Need players dropped off roster email athletics name of player and team name.
- E. Changing Teams: Players may switch teams but cannot play for different league levels in the same week.

- F. Player Insurance: Players are responsible for their insurance; USA accident insurance is available for softball-related injuries.

SPECIAL RULES OF CONDUCT

- A. **Please note that it is both state and city law that alcohol and tobacco products including e-cigarettes is strictly prohibited on school and park grounds. Teams or players seen with alcohol will automatically forfeit the game and must leave the premises. A second offense by a team will result in forfeiture of the season, with a minimum suspension of one year from the league. If an individual player participates in the consumption of any alcoholic beverage while in the parking lot (before or after the game), that individual will be suspended, not the entire team.
- B. Visibly intoxicated players will be removed from the field.
- C. Glass containers are prohibited on the ballfield premises.
- D. Unauthorized parking may result in towing.
- E. Batting practice on prepped fields and inside the track area is prohibited.

UNIFORMS, EQUIPMENT & SCOREKEEPERS

- A. Teams must provide their equipment; catcher's gear is optional, with protective helmets and face guards allowed.
- B. Shoes: Players must wear appropriate footwear; metal cleats are prohibited in all leagues, with ejection as penalty.
- C. Bats:



All Games Adult Fast Pitch/All Slow Pitch

All bats must bear either the ASA approved 2000, 2004, or 2013 certification mark, or must be on the list of approved bat models published by the USA National Office.

Bats manufactured prior to 2000, if deemed compliant with USA bat performance standards by the umpire, are permissible.

Players using illegal bats will be called out, ejected, and may face suspension from the City of Eugene softball program.

- D. Base Distances: Base distances for all City of Eugene softball leagues are 65 feet.
- E. Jewelry: Exposed jewelry deemed dangerous by the umpire must be removed during the game. Medical alert bracelets or necklaces are exempt but must remain visible if worn.
- F. Official Scorebook: Scorebooks are provided for all teams in the summer league, with the home team responsible for maintaining the official scorebook.
- G. Assigned Benches: The home team occupies the third base side benches.
- H. Uniforms: Players must wear numbered shirts or uniforms, with numbers visible on either the front or back. Shirt colors need not match, but numbers cannot be duplicated between teammates, except in Mixed leagues where both a man and woman may wear

the same number. Players without numbers are called out when batting. Numbers must be announced if worn over cold-weather clothing.

- I. Game Balls: Two game balls are provided by the umpire, with women's leagues using 11" softballs and Mixed leagues using both 11" and 12" softballs. Teams must provide their backup balls, and at the game's end, the home team receives both balls, all with optic yellow covers for safety.
- J. Pre-Game Plate Talk/Bat Check: All bats must be presented to the umpire and opposing team representative before the game. Late-arriving bats require approval before use.
- K. Strike Zone: (one mat size for all leagues) The strike zone for Men's, Women's, Mixed leagues consist of a legally pitched ball with a 7'-12' arc landing on the 22"x36" strike zone mat, including the plate.

STARTING TIMES AND TIME LIMITS

- A. Game Times: Weeknight and Sunday game times vary based on field lighting, with game durations set at one hour and 10 minutes or seven innings from the starting time.
- B. Infield Practice: Infield practice is allowed only if time permits before scheduled game time.
- C. Length of Game: Games are either seven innings or one hour and 10 minutes long, with no new inning starting after the time limit unless the game is tied.
- D. Tied Games: Ties are resolved with a tie-breaker inning (one extra inning); if the tie persists due to extraordinary circumstances, it stands, and league standings are decided by a point system.

FORFEITS

- A. Forfeit Procedures: Teams must field eight players at game time; Mixed teams require a minimum of four women and four men. Forfeits result in a 7-0 score .
- B. During-Game Forfeits: If a team falls below eight players during the game, a forfeit is declared.
- C. Rescheduling and Responsibilities: Teams may not request rescheduled games, and captains must inform the Athletics staff if unable to field a team.
- D. Consequences of Forfeits: Teams forfeiting games may not be able to register for next season.
Mutual Team Managers' Request: Under certain conditions, umpires may officiate games forfeited due to insufficient players or uniform infractions, with specific time limits and player borrowing allowances.
- E. Game Time Forfeit: Upon the umpire's declaration of a forfeit, teams have 15 minutes post-scheduled game time to assemble at least eight players per team.
Player Borrowing: Teams facing forfeit may "borrow" players from other teams or previous/subsequent games to meet player requirements. All players must be registered and listed on an official LRCS roster or Player Add Form.
Game Duration: Games cannot exceed 1 hour and 10 minutes past the original scheduled game time.
Rule Application: Standard league/game rules, sanctions, and penalties apply.
Umpire Discretion: If either team fails to field at least eight eligible players, the umpire will not officiate the game. Teams may opt to use the remaining field time.

LINEUP CARDS

- A. Player Listing: Before the game, starting players must be listed with first and last names on the lineup card in correct batting order, recorded in the home team's scorebook.
- B. Substitutions: Substitutes can be added to the lineup card at any time during the game without penalty, provided they are officially recorded before entering play.
- C. Official Game Time: Scorekeepers record the official game start time from the umpire and note it on the lineup card.
- D. Post-Game Procedure: Completed lineup cards are returned to the umpire after the game.

RAINOUTS

- A. Cancellation Notification: Games canceled due to weather or other uncontrollable factors are decided by 4:45 p.m. on the game day. An email will go out to all participants.
- B. Game On/Off: If initially announced as on, teams must report to the field, with the umpire making the final decision on playability. If one game is canceled, subsequent games on the same field are also canceled, with no changes to the rainout recording after the designated time.
- C. Unfinished Games: Weather-induced cancellations before a game reaches regulation length (five innings or more) result in a "no game" status and are rescheduled.
- D. Makeup Games: Athletics staff schedule makeup games after the regular season, with team managers notified of the time and location.

MEN'S AND WOMEN'S LEAGUE GAME RULES

- A. Starting Count: All batters begin their at-bat with a 1-1 count.
- B. Third Strike Foul Ball: The batter is out on the second foul ball after two strikes, whether caught or not, with no runner advancement.
- C. Courtesy Runner: Injured players may request a courtesy runner, with injured players permitted additional runners by opposing team manager approval. The preceding out player serves as the courtesy runner.
- D. Mercy Rule: If a team trails by 15 or more runs after one hour of play, the losing team manager decides whether to continue.
- E. *Home Run Rules: Three home runs per team then progressive, with penalties for exceeding limits or hitting over-the-fence balls batter is out and no runs score. Hitting over high netting player is out and ejected from game but can stay and coach Second offense hitting over high netting players is suspended for minimum one game.
- F. Warm-Up Pitches: Pitchers may have three warm-up pitches per inning, with relief pitchers allowing the same.
- G. Batting Lineup: Teams declare the number of batters before the game, which remains consistent throughout. All rostered players may bat, with substitutes freely substituting on defense and added to the lineup if late.
- H. Injury: In the event of an injury reducing a men's or women's team to fewer eligible players than they started with, the batting lineup remains unchanged, and no out is called for the missing batter(s).
- I. Ejection: If an ejection results in a men's or women's team having fewer eligible players than at the start, the batting lineup remains unchanged, with an out called for the missing player each turn at bat.
- J. Warning Out: The umpire can issue an out for unsportsmanlike behavior at any time. If during play, the out takes effect at the beginning of the next inning. The umpire retains discretion to eject a player without issuing a warning out.

- K. Playing with Eight Players: Teams must commence and continue play with a minimum of eight players. If nine or ten players are present, all must participate. A men's or women's team playing with fewer than ten players doesn't incur an out for the missing player(s). Late arrivals join the bottom of the batting order.
- L. Borrowing Players: Same as rule J on page 10, with exceptions for women's and men's leagues, not Mixed.
- M. Intentional Delay of Game: Teams deliberately stalling face a warning followed by forfeiture on a second offense.
- N. Double First Base: All leagues utilize double first bases. Batters/runners must touch the orange portion, while fielders use the white side. Failure by the runner to touch the correct portion results in an out if a play is made at first base.
- O. Extra Male/Female: In men's and women's leagues, a legal substitute may field without batting if the team has at least ten batters. They may substitute for another batter at any time.
- P. Men's and Women's Rec Division Rules:
Innings 1-5 have a 5-run maximum.
An extra home plate for runners (see page 10, I for details). Strike zone mat.
- Q. 1st and 3rd Base Safe Runner Rule: Runners on first and third may stand up to 3ft outside the foul line to avoid line drives. They must reestablish their base before progressing, being out if caught off-base by a direct hit to first or third.

MIXED RULES

- A. Count: All batters begin with a 1-1 count.
- B. Third Strike Foul Ball: The batter is out after the second foul ball post-second strike, with no runner advancement.
- C. Courtesy Runner Rule: Injured players may request one courtesy runner, with additional ones for injured players permitted by opposing team manager approval. The same-sex player who made the preceding out serves as the courtesy runner. If on base when due to bat, they may be substituted without penalty.
- D. Mercy Rule: If behind by 15 or more runs after an hour, the losing team decides whether to continue.
- E. *Home Run Rules: Three home runs per team then progressive, with penalties for exceeding limits or hitting over-the-fence balls batter is out and no runs score. Hitting over high netting player is out and ejected from game but can stay and coach Second offense hitting over high netting players is suspended for minimum one game.
- F. Warm-Up Pitches: Each pitcher gets three warm-up pitches per inning, with relief pitchers having the same.
- G. Starting with Eight Players: Mixed teams must start with at least eight players (never fewer than 4 of either sex). Late arrivals join the bottom of the batting order.
- H. Mixed Rec Per Inning Run Maximum: A team can score up to 5 runs per inning, shifting to defense regardless of outs. Exceptions apply in the 6th and 7th innings.
- I. Mixed Rec Double Home Plate: A second home plate is placed 8 feet from the back tip of home plate, with specific rules for scoring and runners' movements.
- J. Borrowing Players: Mixed teams have the flexibility to "borrow" one (1) or two (2) players from any Mixed team in their league, allowing them to field eight (8), nine (9), or ten (10) players. Borrowed players must occupy the 9th or 10th spot in the batting order and play either catcher or right field on defense. With mutual consent from managers, other defensive positions may be arranged. Should the 9th or 10th rostered players arrive late, the borrowed players must yield their positions in both the batting

order and defensive setup. Managers must inform the umpire and opposing manager of such arrangements before the game begins during the plate talk.

Batting Lineup: Teams have the choice to bat all rostered players and must declare the number of batters before the game commences. Once declared, the batting lineup remains unchanged throughout the game, except in the case of an eligible substitute. All players listed in the lineup or as substitutes may freely substitute on defense and can be added to the bottom of the lineup if they arrive late.

“The Wheel”

In mixed (coed) softball, teams are encouraged to maintain a balanced batting order of alternating genders. However, if a team does not have an equal number of male and female players, the following exception applies:

- A team with **9, 10, or 11 players** may use a “wheel” batting order if they have **one additional player of a single gender** (e.g., 5 males and 4 females).
- The “wheel” allows the extra player of one gender to **bat twice in the lineup rotation**, ensuring that the batting order continues to alternate genders as closely as possible.
- The batting order must still follow the alternating gender format to the greatest extent possible, with the “wheel” position maintaining lineup continuity.
- No more than **one additional player of either gender** is permitted when using the wheel.

Example:

A team with 5 male and 4 female players may structure the lineup so that one male player bats twice in the rotation, maintaining an alternating male-female sequence.

K.

L. **Injury:** If an injury reduces a Mixed team to fewer eligible players than they started with, the batting lineup remains the same. An out is called only if there's an uneven number of men and women in the batting lineup.

M. **Ejection:** In case of an ejection resulting in a Mixed team having fewer eligible players than at the start, the batting lineup remains unchanged. An out is called for the missing player(s) each turn at bat.

N. **Warning Out:** The umpire can issue an out for unsportsmanlike behavior at any time, with the out taking effect at the beginning of the next inning if issued while the team is on the field. The umpire retains full discretion to eject a player without warning.

O. **Defensive Positions:** Outfield must consist of two males and two females, while the infield must have three males and three females. The battery (pitcher-catcher) doesn't have to be opposite sex. Teams may not have more than three players of any gender in the infield or two in the outfield.

P. **Overplay:** Overplay is not allowed except when a play is made on a runner at home plate. In such cases, the ball is dead, the batter is awarded first base, and all runners advance one base.

Q. **Walk Rule:** If a male batter is walked on three consecutive pitches, intentional or not, he advances to second base, with other runners advancing if forced. The next batter (female) chooses to walk or hit until stepping into the batter's box. If a male batter is walked after receiving one or more strikes, he advances to first base, and other runners advance if forced. The next batter (female) must hit. A foul ball counts as a strike.

R. **Creep Line:** A creep line 175 feet from home plate is utilized, requiring all outfielders to stand behind it until the pitched ball crosses the plate. Violation results in a delayed dead ball. The batter is guaranteed a single if called out at first base, with all runners advancing one base, but may advance further at their own risk.

S. **Intentional Delay of Game:** Teams intentionally stalling receive a warning from the umpire on the first offense and forfeit the game on the second.

T. **Double First Base:** A double first base is used, with specific rules for touching the base depending on the play and position of the runner and fielder.

U. **1st and 3rd Base Safe Runner Rule:** Runners on first and third may stand up to 3ft outside the foul line to avoid line drives. They must reestablish their base before progressing, risking being out if the fielder catches the ball while they're not established.

SENIOR MEN'S RULES

(City of Eugene and/or USA Senior Men's Slow Pitch rules apply with the following modifications and points of emphasis.)

- A. Count: Each player begins their at-bat with a 1-1 count.
- B. Warm-Up Pitches: Prior to each inning, pitchers are allowed three warm-up pitches, with relief pitchers also granted the same.
- C. Called Strike: A pitch arcing between 7 and 12 feet that touches any part of the mat-plate is deemed a called strike.
- D. 3rd Strike Foul Ball: After the second strike, the batter is out on the second foul ball.
- E. Courtesy Runner Rule: Each inning allows unlimited courtesy runners. Any player on the official line-up card, including substitutes, may be used. A courtesy runner who is on base when it's their turn to bat is declared out. The player who made the preceding out serves as the courtesy runner for the batter. They start from a designated spot and cannot advance beyond 1st base unless specific conditions are met.
- F. "Borrowing Players": Teams must start with a minimum of eight (8) officially rostered players. If they have fewer, a forfeit occurs, encouraging them to recruit from other teams for a practice game. Teams with eight (8) or nine (9) rostered players can borrow one (1) or two (2) players from other senior teams to field ten (10) players. Borrowed players must bat in the 9th or 10th spot and play catcher or right field unless otherwise agreed upon.
- G. Ejection: If an ejection reduces a team's eligible players, the batting lineup remains unchanged, with an out called for the missing player each turn at bat.
- H. Warning Out: The umpire can issue an out for unsportsmanlike behavior, effective at the beginning of the next inning if while the team is on the field. The umpire retains full discretion to eject a player without warning.
- I. Run Limit: A five-run limit per inning is enforced, except during the 7th inning.
- J. Injury: If an injury reduces a team's eligible players, the batting lineup remains the same, with no out called for the missing batter(s).
- K. Batting Lineup: Teams may choose to bat all rostered players, declaring the number of batters before the game. The lineup remains consistent throughout the game unless an eligible substitute is available.
- L. Intentional Delay of Game: Teams stalling the game receive a warning on the first offense and forfeit on the second.
- M. Collision Rule: Players must avoid collisions. Runners or defensive players at fault face penalties, including ejection for flagrant violations.
- N. Sliding: Sliding is permitted.
- O. Double First Base: All leagues use double first bases. Specific touching rules apply depending on the play and the base runner's position.
- P. Overrun Rule: Overruns are not allowed at 2nd and 3rd bases. Runner's risk being tagged out if not in contact with the base.
- Q. Second Home Plate: A second home plate is placed 8 feet from the main plate, with specific rules for its use and touching requirements.
- R. Creep Line: A creep line 175 feet from home plate ensures outfielders remain behind it until the pitched ball crosses the plate, with penalties for violations.
- S. Pitching Distance: Pitchers are required to deliver the pitch with their pivot foot in contact with the 50' pitching rubber or within the 6-foot rectangle behind it.

- T. Over the Fence Home Run Rule: Games at designated fields are limited to two (2) over-the-fence home runs per team per game, with a progressive rule thereafter. Any excess home runs result in the batter being ruled out.
- U. Legal Bats: Bats used in the senior league must bear an "approved bat" sticker provided by the athletic office. Non-stickered or unapproved bats lead to ejection of both the player and manager, with potential program suspensions.
- V. 1st and 3rd Base Safe Runner Rule: Runners on first and third bases may stand up to 3ft outside the foul line to avoid line drives. They must reestablish their base touch before advancing, risking being called out if the ball is hit directly to first or third base and the baseman makes the catch.

Any rules not specified will adhere to USA Softball rules.

FINAL STANDINGS

- A. League standings are determined by win/loss records.
- B. In case of a tie: Win/loss record in games between tied teams takes precedence, with forfeits disqualifying a team from placing above those to whom they forfeited.
- C. Run spread difference in league games decides further tiebreakers. If still tied for first and second place, head-to-head results with the next placed team are considered.
- D. Run spread difference between the next placed team becomes the final tiebreaker.

PROTESTS

Protests regarding rule interpretation or player eligibility:

- Rule interpretation protests must be announced to the umpire before the next pitch and submitted in writing to the Athletics staff by 5:00 pm the next working day, accompanied by a \$50 fee. Only upheld protests receive a refund.
- Player eligibility protests must be made before the last out of the game, with the umpire verifying player IDs. Protests are not accepted after game completion.

UMPIRES

Umpires hold final authority during games, with discretion to maintain proper playing conditions, including the removal of players or spectators as necessary.

PLAYERS' CODE OF CONDUCT

Managers and captains oversee player conduct:

1. Only managers or captains may discuss rulings with umpires.
2. Only team-affiliated individuals are allowed on the bench during games.
3. Ejected players face suspensions, with managers suspended after multiple ejections.
4. Physical or verbal attacks result in immediate ejection and potential long-term suspension.
5. Refusal to abide by umpire decisions or unsportsmanlike behavior leads to ejection and suspension.
6. Aggressive behavior or heckling towards umpires is not tolerated and may lead to game forfeiture.
7. Unbecoming behavior may result in expulsion from the league for a minimum of one year.

FIELD LOCATIONS

- Amazon Ballfields: 24th and Amazon Parkway. Amazon North (Jack Moore) & South are on the north side of 24th Street, and Amazon 3 is on the south side of 24th Street behind Roosevelt MS
- Ascot Park: 2800 Bailey Lane (adjacent to Monroe Middle School)
- Shasta Ballfields: 4556 Barger Drive (adjacent to Shasta Middle School)

***DO NOT PARK ON THE FIELDS OR TURF AREAS!**

Please Park in the parking lots. Cars parked in yellow zones and fire lanes will be subject to ticketing and/or towing.

Phone Numbers

Athletics Office 541-682-5409

9 a.m.-5 p.m. Monday-Friday