Schedules will be posted to the 27 Seventeen Sports website no less than 5 days before the league is scheduled to begin. ([**www.27seventeensports.com**](http://www.27seventeensports.com)) throughout league play, scores and standings will also be updated to the website.

**ROSTER GUIDELINES**

A. Each team will be allowed to carry a maximum of twenty (20) players on a roster, including playing coaches and managers.

B. All teams must submit a completed team roster form prior to the WEEK 4 league game (this may be done at Oran Good Park or to the 27 Seventeen Sports office). The roster must include the Team Manager’s name and cell phone number. If a change of scheduling is necessary and a team roster is incomplete, 27 Seventeen Sports will not be responsible for game(s) missed.

C. For a team roster to be valid, each player listed (16 years age minimum) must include their name, birth date, and signature. If any of these items are omitted from the team roster, that player(s) will be considered as a non-registered participant(s).

D. All participants in league and tournament play are required to have a picture I.D. with them in the event that team rosters are checked for validity. If player(s) on a team roster can’t be identified to the leagues satisfaction, that game will be forfeited to the opposing team. See FORFEITURE POLICY.

E. Only those names that appear on the roster are eligible to play. Non-registered participant(s) playing in a league game will be just cause for the team they play for, to forfeit that game and all games in which the player(s) participated.

F. Team Managers may add or drop players to their original roster prior to the third (3rd) week of games, regardless of the number of games actually played. Additions or replacements can be submitted to 27 Seventeen Sports prior to the fifth (5th) week of games. No changes to a team roster will be allowed after that.

G. Once a player is dropped from a roster, they may not appear on any roster in that league for the duration of that season. A player can only appear on one (1) roster per league division.

H. Players may play in multiple classifications, but no more than four (4) players from any one team may play together on another team in another classification or league.

I. In the interest of equalizing league play, after a demonstration of dominance in a classification, 27 Seventeen Sports reserves the right to promote a team into a more competitive classification for future league play

**II. EQUIPMENT & JERSEY GUIDELINES**

1. **All Players on each team must wear jerseys that are like in color, which have a permanently affixed (not taped or written on), non-duplicated number on the back (1 or 2 digits only). \*\*\*EACH TEAM WILL BE ALLOWED 2 “PICKUP” PLAYERS WHO CAN WEAR A NON MATCHING JERSEY TO AVOID A FORFEIT\*\*\* (the “pick up” players CAN NOT be on another teams roster in the same league & they definitely CAN NOT have played on another game the same night in the same league)**

**Jerseys without numerals on the back or jerseys with taped or pinned numerals will not be allowed Failure to comply with the jersey rule as it is written will be grounds for a forfeit.**

**\*All teams must conform to the jersey guidelines by the start of the third week of the season.**

B. No player will be allowed to participate in a game if he/she wears a shirt that has been ripped, cut, or has abusive language, implicit language, and/or has vulgar language/verbiage (implied or actual), vulgar signs or symbols printed thereon.

C. No player will be allowed to wear metal spikes of any kind. Only molded rubber/plastic cleats are acceptable. Detachable cleats are not acceptable. EFFECTS: Player will be removed from the game until he/she can conform to the proper shoe.

D. Shoes must be worn by all players.

E. Caps are optional.

F. It is recommended that catchers wear a mask and protective gear.

G. Casts (plaster or other hard substances in its final form) may not be worn during league games.

H. Umpires may ban any equipment that they deem as unsafe or illegal.

I. Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. Players must remove jewelry if judged to be dangerous. If they fail to do so, that player is automatically ejected from the game.

**III. PRE-GAME**

**A. Team Managers must have their lineups and game balls ready for the umpire when the game time. Lineups will include the batting order and must include FIRST & LAST NAME AS WELL AS A JERSEY # to be valid.**

B. **Game Balls**

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*Men’s League*:

Each team will be required to provide USSSA certified men’s (12") softballs \*\*\*DUDLEY THUNDER HY-CON\*\*\* for each game. To ensure fairness teams will only be allowed to DUDLEY THUNDER HY-CON softballs. They are for sale at the fields for $5 each. Each team will bat with their own personal softballs.

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*Coed League*:

Each team will be required to provide the proper game balls for each gender (men’s 12" and women’s 11") softballs for each game. Each team will bat with their own personal softballs. Each team will be required to provide USSSA certified \*\*\*DUDLEY THUNDER HY-CON\*\*\* men’s softballs for each game. To ensure fairness teams will only be allowed to use balls with a \*\*\*DUDLEY THUNDER HY-CON\*\*\*. They are for sale at the fields for $5 each. \*\*\*WOMEN’S BALLS CAN BE ANY USSSA CLASSIC “W” BALL. They are for sale at the fields for $5 each

Each team will bat with their own personal softballs.

C. Dug-outs are "first come, first served".

D. Home and Visitor will be determined by a coin flip at the plate.

E. **A game will not begin with fewer than eight (8) players. EFFECTS: A forfeit to the opposing team will be declared at game time and a $25 fine will be imposed on the forfeiting team. See FORFEITURE POLICY.**

***CO-ED ONLY:* \*\*\**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 1st and/or2nd positions in the batting line up will be an automatic out. Teams can have any combination of 4 guys & 5 girls or 5 guys & 4 girls. TEAMS MUST HAVE AT LEAST 4 OF EACH GENDER & CAN NOT HAVE 6 GUYS & 4 GIRLS OR VISE VERSA\*\*\****

**MEN’S ONLY: \*\*\**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 1st and/or2nd 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\*\*\****

**IV. THE GAME**

A. When not covered in the City of Farmers Branch/27 Seventeen Sports local playing rules, the current North TX USSSA rules will apply.

B. Base stealing is not allowed in the Farmers Branch League.

C. All games will start exactly at the time scheduled with no "grace period" allowed. Both Team Managers must agree to begin a game early.

D. Each team is allowed to use one “courtesy runner” every inning. Any runner can be replaced by a courtesy runner as long as the runner who replaces him / her is of the same gender.

E. **A regulation game will consist of fifty five (50) minutes, seven (7) innings, or the RUN RULE, whichever comes first.**

1. In the case of inclement weather or power failure, four (4) innings will constitute a regulation game. Three and one-half (3-1/2) innings if the home team is leading.

2. The score of a called regulation game shall be the score at the end of the last completed inning.

3. Games that are regulation tie games (when called) shall be resumed at the exact point where they were stopped.

4. Games that are not considered regulation will be played over from the beginning. Note: If it is necessary to pick up a non-regulation game where it ended due to time and field restraints, the onsite 27 Seventeen Sports Staff member may make that decision.

E. **No inning shall begin after fifty (50) minutes have expired, except in the case of a tie. Any inning which has started when the time limit expires shall be completed. EXCEPTION: If the home team is batting and has the lead. NOTE: A new inning begins after the final out of the previous inning.**

F. RUN RULES: 20 runs after two (2) innings, 15 runs after three (3) innings, 12 runs after four innings & 10 runs after five (5) innings

G. All batters in all leagues will come to the plate with a 1 – 1 pitch count and a foul ball to give on a two (2) strike count. A second foul ball hit on a two (2) strike count will result in an out.

H. **When a game goes into extra innings, batters in all leagues will come to the plate with a 3 – 2 (full) count (no foul to give) and the last out in the previous inning will start on 2nd base**

I. The following HOME RUN RULE will restrict balls hit "over the fence" at Oran Good Park. Any additional, unobstructed fair balls hit "over the fence" will be ruled an ‘out’ in the restricted leagues listed:

League Home Runs Allowed

Co-Ed - 2

Men’s - 3

Any ball touched by a defensive player which then goes over the fence in fair territory, is considered a four (4) base award and is not included in the HOME RUN RULE.

K. Teams may bat with as many as 2 Extra Players (EP). Any ten (10) players can play defense.

1. **If a team starts with eight (8), nine (9) or ten (10) players, they are not allowed to add an EP at a later time.**

L. **A minimum of eight (8) players can start a game.**

1. **If a team starts with less than 10 players the first (1st) or if applicable second (2nd) spot in the batting order will be the automatic out. Regardless of when the ninth (9th) or tenth (10th) person arrives, the team must have batted one full turn (with the automatic out) before the new player may bat.**

2. **The new person may play the field immediately upon arrival and will occupy the first (1st) or if applicable second (2nd) spot in the lineup.**

M. SHORT-HANDED RULE:

1**. Any team that starts a game with ten (10) players or an (EP) may drop to the minimum of (nine -9- for men) and (eight -8- for coed) players to finish the game. The vacant spot in the lineup will be declared an out every time that lineup position is due to bat. A team can go down to 8 or 9 players (depending on men’s or coed) and still finish out the game. If a team has to go below the minimum number of players that will result in a forfeit.**

3. If the player leaving the game is a runner or batter, that player will be declared out.

4. The player who has left the game can return to the lineup. EXCEPTION: A player who has been ejected.

N. Any starting or non-starting player, including an EP, may be substituted for or replaced and re-entered once, provided the players occupy their original position in the batting order.

O. The umpire should immediately be notified of all substitutions made.

1. Substitute players will be considered in the game when reported to the umpire.

2. The use of an illegal *substitute* is handled as a protest by the offended team while the player is in the game. No protest fee will be assessed. The umpires will handle the situation according to USSSA rules.

P. BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire’s judgment. Uniform violations will not be enforced if a uniform change is required. The umpire shall:

1. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.

2. Stop the game clock, if deemed necessary.

3. Apply the league rules regarding substitution, short-handed player and re-entry if necessary.

Q. PLAY-OFFS:

1. Regular-season win-loss records will determine play-off seeding. The top four (4) teams in each division will advance to post-season play.

2. Post-season seeding will determine which team is Home and Visitor. The higher seeded team will be the Home team.

3. All post-season play will follow regular-season rules and guidelines, including but not limited to REGULATION TIME (See **IV**. D.) And RUN RULES (See **IV**. F.)

**V. CO-ED RULES**

A. Team Managers may bat twelve (12) players by utilizing two (2) extra players (EP). They must be one male and one female. Any ten (10) players, five (5) male and five (5) female, can play defense.

B. Teams may begin a game with eight (8) players providing they are composed of a combination of four (4) and four (4) players of either gender.

1. The first (1st) and/or second (2nd) spot in the batting order will be the automatic out. Regardless of when the ninth (9th) or tenth (10th) person arrives, that team must have batted one full turn (with the automatic out) before the new player may bat.

2. A team can play with nine (9) players as long as they have five (guys) & four (4) women or five (5) women & four (4) guys. **EX. – A TEAM CAN NOT HAVE 4 WOMEN & 6 MEN**

3. The new person may play the field immediately upon arrival and will occupy the first (1st) spot in the lineup.

C. Teams must alternate the batting order according to gender. If a player leaves the game for any reason, their substitute or replacement must be one of the same gender. EFFECTS: The SHORT-HANDED RULE will apply.

D. Positioning requirements: 5 male & 5 female players must play in the field. There are no restrictions as to what positions males or females can play

E. If a male batter receives a base on balls or an intentional walk, he will automatically be awarded second base (he still must touch first base before moving to second). The female following the walked male batter has the option of batting or taking the automatic walk to first base.

**VI. FORFEITURE POLICY**

A. Forfeitures of any league game for any reason will be dealt with in the following manner:

1. . If a team forfeits three (3) league games for any reason, that team will be expelled from the league play with no refund.

1. All teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit.

2. That team will be taken off the official softball mailing list.

3. That team will not be invited to registration for the next season.

C. If a team receives a win by forfeit, they will have use of the field for practice, until ten (10) minutes before the next scheduled game time. Umpires and scorekeepers will not umpire or keep score.

D. If both teams do not have enough players at their scheduled game time, that game will be declared a double forfeit. Each team will receive credit for a game lost and the forfeiture policy will apply to both teams.

E. EXCEPTION:

1. If 27 Seventeen Sports is notified by the Team Manager/Coach of intent to forfeit a game, then none of the above will apply to said team. This must be done in writing (email or letter) at least 24 hours before the scheduled league game, during business hours (Monday – Friday, 8 a.m. – 5 p.m.) in order to obtain the waiver. If the game you will forfeit falls on a Sunday, notice must be given in writing (email or letter) by 4:00 p.m. on the Friday before the scheduled game.

The team that forfeits will have a loss recorded in the official standings.

2. Forfeits due to injuries and family emergencies that occur during a game.

**VII. POLICY FOR RAIN-OUTS AND MAKE-UPS – RAINOUT NUMER: 972-315-8042**

A. In the event of inclement weather, it is the team managers/coach responsibility to call the 27 Seventeen Sports rainout information line concerning the playing conditions at Oran Good Park. This information may be obtained by calling the rainout line at **972-315-8042.** Every attempt will be made to update the rainout line by 4:00pm on weekdays. Please understand that the fields may become unplayable after the rainout line is originally updated; every attempt will be made to keep the rainout line updated with current information. If the line is busy, keep trying and eventually the line will open to your call.

B. Should weather conditions be questionable or deteriorate after 4:00 p.m. on weekdays and 11:30 on Sundays, please call the above listed number. If the recorded message has not been updated, then the decision to "Play or Cancel" games will be announced at the game site by a league official or the umpires.

C. Make-ups will be played on the original week date if possible.

1. Rain-outs will be rescheduled (usually at the end of the regular season) and be available online at [www.27seventeensports.com](http://www.27seventeensports.com) . An email will also be sent to each manager/coach with the revised schedule.

2. Make-up schedules and weekly standings will be updated. (Refer to:

[[www.27seventeensports.com](http://www.27seventeensports.com)](http://www.quickscores.com/fbsoftball))

G. It is ultimately the responsibility of each team manager/coach to find out when their make-ups are to be played.

**VIII. PROTEST GUIDELINES**

A. Only protests based on interpretation of rules and eligibility of players will be accepted.

1. Protests based on judgment calls will not be accepted.

B. All rule interpretation protests must be executed in the following manner:

1. The notification of intent to protest rule interpretations must be lodged immediately prior to the next pitch.

2. Notify the plate umpire verbally that the game is "Under Protest".

3. It is the protesting Team’s Manager’s responsibility to make certain that the umpires record the protest.

4. On the first regular business day (Monday – Friday, 8:00am-5:00pm) following the protested game, the Team Manager/Coach must submit the protest in writing along with a

**$50.00 protest fee**. Make money order or certified check payable to 27 Seventeen Sports. If the protesting Team Manager/Coach does not submit the protest in writing and pay the fee in the allotted time, the protester forfeits the right to protest the game and the result of the game in question will not be changed. The game in question will be played to completion.

C. EFFECT:

1. If the protest is upheld on rules interpretation, the game will be replayed from the point at which time the incorrect decision was made with the corrected decision and the protest fee will be refunded promptly.

2. If protest is not valid, the protest fee will not be refunded.

D. All player eligibility and team roster protests must be executed in the following manner:

1. Protests on player eligibility will be considered only if made by a participating team in that game (while the game in question is in progress and before completion of the 3rd inning), where the eligibility of a player is in question.

2. The protesting team must immediately pay a **$50 protest fee** to the onsite 27 Seventeen Sports staff member. Payment can be made in cash or by check. Make checks payable to "27 Seventeen Sports". The game clock will remain running.

E. EFFECT:

1. Protesting team can challenge only one (1) person from the opposing team.

2. Whoever is challenged must present a picture I.D. to the scorekeeper for team roster verification.

3. If upheld, that game will be forfeited to the offended team and the protest fee will be refunded promptly. See FORFEITURE POLICY.

4. If protest is not valid, the protest fee will not be refunded.

**IX. CONDUCT & DISCIPLINE**

A. According to City ordinances, no alcoholic beverages are allowed in the parks and/or parking lots (this includes dugouts and in the stands). If caught, legal action may be taken and a possible suspension from the league.

B. Any player that uses loud profanity will be ejected from that game. Two (2) profanity ejections from the same season will carry a minimum two (2) game suspension, along with the ejection from that game. In case of a spectator or fan, legal action may be taken.

C. All other unsportsmanlike ejection’s before, during, and after a league game by any player, coach, or Team Manager from any league game, will result in a minimum one (1) game suspension. This is in addition to the game the player(s) is ejected from.

D. If a person refuses to leave the park when an umpire or official instructs him/her to do so, the game will be forfeited to the opposing team and the police will be called to handle the matter. See FORFEITURE POLICY.

E. Team Managers will be held responsible for the conduct and actions of his/her fans/spectators and team members before, during and after a league game. This includes "trash" talking and taunting of the opposing team.

F. An ejection of a Team Manager or player can occur at anytime before, during, or after a game.

G. Suspensions will carry over from season to season.

H. Verbal or physical violence, especially attacks on a game or tournament umpire or official, immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league and tournament play or indefinite suspension in all league and tournament play, subject to an annual review if requested. The 27 Seventeen Sports onsite staff member may also submit the offending player name(s) to USSSA for further suspension in all sanctioned play.

I. The umpires have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct before, during, or after the game. Unsportsmanlike conduct shall include, but not limited to: profanity, verbal or physical threats of any kind toward umpires, scorekeepers or officials, fighting, any intoxicated condition detected by the umpire before or during the game, or any flagrant foul as determined by the umpires.

J. NOTE: These are all minimum penalties and can be increased due to the severity and nature of the offense.

**X. TIE-BREAKER PROCEDURES**

A. In case of a tie for awarded positions or seeds in a post-season tournament at the conclusion of the season, the following tie-breaker procedure will be used to determine positions and seeds:

1. Head-to-head competition (More than two (2) teams tied head to head is thrown out).

2. Average run differential

3. Average runs against

4. Coin-flip.

**XI**. **Protecting The Pitcher Rule**

A line drive will be defined as any ball that either hits the pitcher, is caught by the pitcher in a defenseless mode or glances off the pitchers glove or clothing in a defenseless mode. Any ball that strikes the ground first will not be included in this rule interpretation.
Penalties

* 1st Occurrence – (per team) Dead ball.  Batter is out. Batting team receive a warning.
* Next Occurrence (per team) - Dead ball.  Batter is out and ejected from the game.
* Next Occurrence (per team) - Dead ball.  Forfeiture of game.
* **IN EVERY INSTANCE THE BAT THAT WAS USED WILL BE REMOVED FROM THE FIELD OF PLAY AND TESTED IMMEDIATELY.**

Exceptions

If a line drive is caught by the pitcher, the pitcher still has the opportunity to double off any base runner(s).  The play will continue until a normal time out is called by the umpire and then the penalty will be enforced

**\*\*\*\*NEW NTX USSSA RULES FOR 2015\*\*\*\***

\*Whenever the catcher or any fielder clearly has the ball and is waiting to tag the runner, the runner must slide or attempt to avoid contact. If, in the umpire’s judgment, the runner deliberately and forcefully runs into the defensive player, the runner is declared out and shall be ejected from the game. The ball is declared dead and all other runners must return to the last base touched at the time of the collision. The catcher or any fielder may not block the pathway of the runner unless he as possession of the ball or is in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight).

\*Only players, managers, coaches, trainers, sport officials or sponsors are allowed in the dugout, bench or on the field of play before, during and after a USSSA sanctioned activity.

\*The "protecting the pitcher" rule will be used in ALL classes, including men’s B and C and mixed C tournament 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 as a result of the third incident.

**The remaining rules are in effect from previous years as a reminder or have been amended:**

\*No more "extra" foul with two strikes - if the batter has one strike, the next batted ball must be in play or the batter will be called out.

\*Once a batter reaches any base and time has been called by the umpire, he may request a courtesy runner. Only one (1) courtesy runner may be used per inning and can be anyone in the starting lineup. In the Mixed program, the courtesy runner shall be a male for a male and a female for a female. Also, in the event the courtesy runner is on base and his turn comes to bat, he will be an out. The player will remain on base as the courtesy runner and the next batter in the lineup will come to the plate.

\*"Stay Away" rule - if a batted ball hits a defenseless pitcher and the "middle" rule is invoked, all offensive players must stay away from the bat that was used. If an offensive picks up the bat and heads for his/her dugout he/she will be ejected from the game. If the bat is taken into the offending team's dugout, the game will be forfeited immediately. If the player picks up the bat to hand to the umpire, do not eject the player.

\*ONLY USSSA bats with the 2013 stamp may be used in any game (NOT WINTER LEAGUE). Bats are subject to inspection by the tournament Director, the tournament UIC or umpire.

\*Bats will be visually inspected by the umpires before each game. Only bats made available for inspection by the umpires may be used in the game. Players found using a bat that was not made available for the pregame inspection will be ejected from the game. Once the game clock has started, additional bats cannot be added into play until the game is over, unless directed by the tournament director.

\*"Restitched ball policy" - A team may protest an opponent's ball at any time by purchasing them a new "park approved" USSSA softball. The protested ball will not be returned to either team.

\*"Wrong ball policy" - If a team throws in an unapproved softball, the pitcher must call it to the umpire's attention and another ball must be provided. If the pitcher pitches the ball to the batter and the batter hits the ball, the result of the play stands.

\*For the “middle rule” to be in effect, the pitcher must be in contact with the pitching box.

\*Any physical or verbal abuse toward the tournament director, UIC, umpires, staff or other players will NOT be tolerated and WILL result in suspension from future tournament participation.

\*On an ejection regarding sportsmanship, the tournament director, UIC and umpires will determine the ability of the offending player to continue play during the event.

***\*NO ALCOHOLIC BEVERAGES ARE ALLOWED IN CITY OF FARMERS BRANCH 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 Farmers Branch.***

***\*Smoking (cigarettes, cigars, pipes, E-CIGS) will not be allowed in the dugout. Violations of this rule will cause play to stop immediately and the player(s) could be ejected from the game.***

***\*Children under 16 years of age are not allowed in the dugout during games AT ANY TIME.***

***\*FEMALE PLAYERS ARE NOT ALLOWED TO PLAY IN A “MEN’S” LEAGUE PER USSSA RULES***

***\*27 Seventeen Sports reserves the right to have any team change their team name on the basis that it is inappropriate, obscene, vulgar, or misleading in any way.***

***Any rule not covered above will be based on the current NTX USSSA & USSSA National rulebook.***

AFTER READING THE RULE PACKET, ANY QUESTIONS YOU MAY HAVE CONCERNING ADULT SOFTBALL LEAGUES MAY BE DIRECTED TO: 27seventeensports@gmail.com

***\*\*\* 27 SEVENTEEN SPORTS RESERVES THE RIGHT TO ADD, DELETE, & AMEND ITS RULES/REGULATIONS/POLICIES AT ANY TIME FOR THE BETTERMENT OF THE LEAGUES\*\*\****