



Clearfield Recreation Adult Slow Pitch Rules & Regulations 2023

Rain Out Hotline
801-525-2890

REGISTRATION AND ELIGIBILITY

1. An eligible player is a player who is at least 16 years of age by the start of the regular season they wish to play in, and who is legally listed on the team roster.
2. All players must be listed, with signature, on a team roster prior to game time.
3. A men's team may play with a maximum of **three** women on their lineup sheet at any one time.
4. A player may be registered on only one roster per league.
5. The manager is not considered one of the players unless he/she participates in any league or play-off game.
6. To add or drop players, notify the supervisor at your park in charge of your league. The player will need to sign the roster. Players who have signed the roster are immediately eligible.
7. We will play with an open roster, meaning you can add players all season long, however they must sign the roster before playing. Players still must play in 2 regular season games before playing in the tournament.

GAME TIMES AND PROCEDURES

1. Four complete innings will constitute a legal game.
2. Five minutes after game time is forfeit time; the clock will start at game time, please be ready to go.
3. All league games are 7 innings or 50 minutes. No new inning unless score is tied.
4. If the score is tied after 7 innings or 50 minutes the International Tie Breaker rule goes into effect. At the start of each inning the batter who was declared last out will be placed on second base.
5. If a team is winning by **25 runs after three complete innings**, or **20 runs after four complete innings** or **15 runs after five complete innings** a run rule shall be called and the game will end. Run rule shall only be called at the end of a complete inning.
6. Once an inning starts, the complete inning must be played. The only exception to the

7. times will occur as follows:
 - a. The last game at any park will not start after 10:10 p.m.
 - b. Regardless of the score or situation, the last pitch of the game will be 11:00 p.m.
 - c. If any last game is not played OR is terminated at 11:00 p.m., these games will be replayed or finished at a later date from the point of incident.
8. It is the manager's responsibility to check with the field supervisor for the official starting and ending times.
9. If a game is delayed because of an injury or light failure, the delayed time will be added when play resumes. **If four complete innings have been played, the game stands.** If not, the game will be replayed in its entirety at a later date, **ONLY** if the game has a bearing for possible play-off position involving any team.
10. There will be no postponement of games. No game time will be switched or games postponed due to conflict with other cities leagues or tournaments. If a player is playing in two leagues on the same night for Clearfield City that player will be given 5 minutes to switch fields.
11. If a game is rained out or called off due to unplayable field conditions, teams are to follow the next scheduled league game and date listed on the schedule (unless other arrangements are made). **In case of inclement weather or uncertain field conditions, team managers are urged to contact the Recreation rain out number after 4:00 p.m. at 801-525-2890. If games are cancelled during the day, managers will also receive an email from the Program Supervisor.**
12. Game officials will not tolerate undue delays to prolong the game to reach the time limit. If in the opinion of the game officials, a team is making a travesty of the game, such game will be terminated and forfeited accordingly.
13. For safety reasons, children, animals and bicycles are prohibited from the dugout areas.
14. Championship game will be 7 complete innings unless the run rule applies. Home and Visitor will be determined by league seeding. The "If" game will be at least 4 innings or 50 minutes.

MANAGER AND TEAM RESPONSIBILITIES

1. It is the manager's responsibility to have on file with the Recreation Division, his/her name, address, home and business phone. The manager is responsible for his/her team's conduct, the picking up of all league materials i.e., rules, schedules, rosters, etc. Responsibility to obtain the necessary information required for each team during the entire league and play-off season rests with the designated team manager listed on the official team application on file with our division.
2. Shirts must be worn with numbers on the back. The numbers must be at least six inches high and readable for the scorekeeper's table. Players without numbers must get a reusable jersey from the tower or tape a number on the back of their shirt.
3. Managers are responsible for the behavior of their players and fans. Failure to control your players and fans can result in **forfeiture of the game**. Only the manager may approach the umpire to question or protest a call, and this must be done in an appropriate manner.

FORFEITS AND PROTESTS

1. If any team forfeits two games, they are subject to being dropped from the league and the entry fee is **NOT** refundable. Any games won or lost stand as played. Forfeits are considered games where teams are not able to field 7 players (8 for coed) to start a game. **Teams that forfeit two (2) regular season games will not be eligible for tournament play.**
2. Rosters must be completed by the end of the first game.
3. There will be a \$25 fee for a protest which must be paid at the time of the protest. The fee will be refunded if at the end of the protest, it is found valid. Notification that a game is being played under a protest must be given to the **plate umpire** at the time of the incident **(prior to the next pitch being thrown)**. The umpires will then notify the other team and field director that the game is being played under protest. **Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.**
4. The Recreation Division will only accept a written protest submitted by the team's designated manager who is on file with the office. If the assigned manager for each team is absent, the name of an acting manager may be submitted with the line-up. Only he/she may phone to follow up on a protest.
5. Protests must be made **within the first 25 minutes of game time**. Only the manager or acting manager of a team may file a protest.
6. Upon protest, a roster check of both teams will be made in comparison to submitted line-up. Any player in question must provide valid picture ID. If a player is deemed ineligible, that team will automatically forfeit the game. If both teams have ineligible players, a double forfeit can be enforced.
7. Failure to comply with any of the above points will cause the protest to be invalid.
8. During **tournament play, all protests will be settled at the field during the scheduled game time**. This way we can avoid delays in tournament play.
 - A. During a player protest, the game clock will be stopped unless the team being protested agrees to leave the clock running.
 - B. Using player protests as a way to run time off the game clock will not be tolerated. If it is determined that a team is guilty of this tactic, they will forfeit the game.

PLAYING RULES

1. Ten (10) players constitute a team for all leagues: men, women, and coed. Teams may play with a minimum of 7 players (8 on coed) provided an automatic out is established in the batting rotation for each player missing from a full team (10 players).
2. Under **NO** circumstances may a team begin or continue play without the required 7 players (8 on coed) regardless of the situation. The game is terminated at the point where

they drop below 7 players (8 on coed) and results in an automatic loss to that team, regardless of the score.

3. When neither team has 7 players (8 on coed), present to play at game time, both will receive a forfeit.
4. A team may start a game with 11 (12 on coed) players and drop to 7 (8 on coed) without forfeiting the game if a player must leave the game due to injury or emergency, and there is no substitute. In this case, if you don't have a substitute, you will take an automatic out in the lineup. **If a player leaves the game due to ejection, there is no substitute, you will take an automatic out in the lineup.**
5. **One courtesy** runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the order will be an out. No substitution for a courtesy runner.
6. Safety Base: any batted ball hitting the white portion should be fair and any ball hitting the orange should be foul. On the initial throw to first base from the infield or outfield, the batter-runner must touch the orange portion of the base, not the white. The defensive player must always touch the white portion. The batter-runner will be safe if a defensive player is on orange base and catches the ball.
7. A fair or foul ball shall be judged according to the position of the ball, relative to foul lines including the foul pole, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.
8. The ball must be pitched underhanded at slow speed. The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than 10 feet above the ground.
9. Unfairly delivered pitched balls include: any pitched ball that does not conform to all requirements of a fairly delivered pitched ball. All pitches made by the pitcher when not conforming to pitching restrictions. Delivering a pitch from other than the pitcher's plate or pitching area and pitcher's position. A quick-return pitch and the pitcher failing to face home plate on delivery of the pitch.
10. Official umpires shall be provided by Clearfield Recreation and shall have full authority over players and managers at all times.
11. A strike zone mat will be used. The mat will be 17 inches wide and 24 inches long, measured from the end of the mat to the tip of each side that abuts the backside of home plate. The end of the mat that abuts home plate shall have a 'V' shaped notch that will conform to the outline of the backside of the plate. Together, home plate and the strike zone mat will form a rectangular shape, 17 inches by 32 ½ inches. Any legal pitch that hits the plate or the mat, shall be ruled a strike. The black border that outlines the plate is NOT to be considered home plate (USSSA Rule 2, Section 4).
12. All bats used in Clearfield City Adult Softball leagues and tournaments must have a USSSA, or Dual USSSA/ASA stamp. **Umpires and Supervisors may conduct bat inspections at any time. Players caught batting with an illegal bat will be called out automatically. Repeat offenders may face ejection from the game and suspension from the league.**
13. **Unsportsmanlike conduct, profanity including "casual profanity," "trash talking," inappropriate gestures or other forms of taunting and agitating of any kind directed towards any opponent or game officials will not be tolerated on or off the field by**

anyone. A warning may be issued to the offending player on the first occurrence (this is left to the discretion of the game official and/or field supervisor). On the first or second occurrence, the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game. Any ejected players(s) or manager(s) will also be suspended from the next game. Teams are responsible to control the behavior of their spectators. If a spectator acts in an inappropriate manner, the responsible individual will be asked to leave the park by the officials or Recreation Supervisor. If they refuse to leave the park within two (2) minutes of being asked to leave, the team they are there with will forfeit the game. Clearfield Police will be called to handle any situation that is of a violent or dangerous nature.

14. Players, coaches, managers, or other team members will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials or spectators, use expletives (swearing) that may be heard by those in the stands and surrounding area of the playing field, or commit other acts that could be considered unsportsmanlike. These will be defined as an unsportsmanlike conduct violation. **If the infraction is considered by the umpire to be of a serious nature, the umpire need not give a warning.** The umpire shall have the authority to assess an out penalty against the offender's team (or player ejection if the situation warrants this action).

PENALTIES FOR BEING EJECTED

FROM ANY GAME

1. If thrown out by umpire for any reason, there will be an automatic one-game suspension and possible ejection from the league.
2. If thrown out for fighting, there will be an automatic two-game suspension. **If a player physically assaults or gets into an altercation with another player, both players will be ejected from the league for the remainder of the season regardless of who is at fault.**
3. If thrown out for chasing, roughing or pushing of an umpire or field director, or other acts construed to be of such unsportsmanlike or violent nature to be detrimental to the well-being of the game, the player(s) involved will be suspended for the remainder of league games, including play-offs and championship that this team may be involved in. The severity of the incident could also result up to a maximum of five (5) years suspension.
4. Violence of any kind will not be tolerated. If the scorekeeper perceives the situation on the field becoming violent, they are instructed to call 911 and the police will handle the situation from this point.
5. All suspensions start with the next scheduled league, play-off, and/or championship game(s) when applicable.
6. When any player(s) is (are) suspended for the remainder of the season, they will receive written notice within one week of the incident involved, and upon request, may ask for and receive a hearing from the Recreation Supervisor.
7. **Any player or coach who is ejected twice within a season will be suspended for the remainder of the season with no refund of fees.**

8. The Recreation Supervisor may add additional games to any suspension at his/her discretion.
9. Players are prohibited from wearing any metal-type shoe and cleats. Players must wear some type of athletic shoe, preferable the all-purpose rubber or plastic cleated type. **Players cannot play barefoot or with open-toed shoes.** If a player(s) is detected during the playing of the game wearing illegal shoes of any kind, the penalty is as follows:
 - A. If at bat, the batter is declared out.
 - B. If on base, the runner is declared out.
 - C. If in the field, the player(s) has two minutes to replace the illegal shoes with proper molded rubber or plastic-type shoes. If not done within two minutes, the player must be removed from the game.
 - D. The above infractions can be called by any opposing player, umpire, or field director.
10. The umpire may, **without warning**, call a batter out, and/or remove the player from the game for throwing their bat after the swing and endangering a player or umpire. All players should drop the bat after they hit the ball.
11. Home Run Rule: All leagues will play home runs, "one up," with home runs hit out of turn being called an out. Teams start out even, if one team hits a home run, the same team cannot hit another home run until the opposing team hits a home run. Teams may go 'one up' rule to win the game.
12. Stealing Rule (new in 2022): No stealing allowed.
13. If a player is in a cast, they must cover all parts of the cast as to not injure another player.

PLAY-OFF AND CHAMPIONSHIP GAMES

1. All teams qualify for playoffs unless they have forfeited two (2) regular season games.
2. If there are ties for any play-off positions, teams will be determined by the following method:
 - a. Head to head record.
 - b. Record vs. teams above (starting with the first place team).
 - c. If more than two (2) teams are tied, the combined head to head record of the teams tied against each other.
 - d. Point differential.
 - e. A flip of a coin.

GENERAL

1. **Alcoholic beverages are not allowed in any City park.** Field supervisors have the right to eject a player or forfeit games if this policy is violated. If a player is ejected for having alcohol, their team will have to take an automatic out in their line-up.
2. No smoking allowed at Steed Park. This includes cigarettes, *e-cigarettes* and tobacco products.
3. Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
4. Indecent language, obscene gestures, or any other act which reflects disgust or anger at an umpire or another player or opposing team is strictly prohibited. Players will be ejected from the game and face possible suspension.

INSURANCE COVERAGE

The City of Clearfield assumes no legal responsibility for personal injuries or thefts of private properties while on or using City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries or thefts may occur. The manager is responsible for notifying his sponsor and all individual players on their team of this fact. The City of Clearfield is not responsible for any damage done to vehicles, this facility is park at your own risk.

TEAM CONDUCT

All teams, their players and team followers are asked to cooperate at the playing sites where their games are played by:

- Parking in the designated areas.
- Not making excessive noises with noise makers of any kind i.e., whistles, horns, paddles, etc.
- Not littering in the park, parking lots or nearby residences.

CLEARFIELD RECREATION

SPECIAL RULES SECTION - COED LEAGUES

1. A game is played with two teams. Ten players constitute a team. Teams may play with a minimum of 8 players provided an automatic out is established in the batting rotation for each player missing from a full team. There must be an **equal** or greater number of females than males at all times.
2. Players must alternate their batting positions, starting by placing either a man or woman first and then alternate thereafter. Example: male, female, male, female, etc. You may play with more women than men. Women can bat back to back.
3. Male and female players may play any position of the field.
4. Once an inning has started, the team in the field must finish the inning with the players occupying the positions they started the inning with. There cannot be any switching during the inning. Exception: A pitcher may be relieved in mid-inning, one time only per inning.
5. Sliding is permissible for all players, but players must be aware and cognizant of the fact that injuries may result if the slider uses excessive force against the fielder. If the act is considered flagrant, the offending player is to be removed from the game.
6. For safety and injury prevention, any item considered to be dangerous by game officials may not be worn, and any player wearing such objects must remove them when requested to do so by game officials.
7. No player may usurp another player's position, i.e., outfielder making the play in the outfield of another outfielder. Pitcher may cover home plate for catcher. Runners will be declared safe if rule is violated.
8. A restraining line will be located at a distance of 200 ft. from home plate. All outfielders must remain back of this line until the pitched ball has crossed home plate. Infielders may not go into the outfield. If any outfielder or infielder violates the restraining line, the umpires will award the batter and all runners one base or the result of any hit ball - whichever is greater.
9. If a man walks, he will automatically be awarded 2nd base. The female following will have the option to walk or bat.