DOUGLASVILLE
PARKS AND RECREATION

Adult Softball League Rules & Regulations
Rules are always subject to change by the department

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DOUGLASVILLE
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I. League Structure/Organization

A. All games will be played by the City of Douglasville Parks and Recreation Department rules and will refer to USSSA rules for only equipment and facility rules (balls, bats, base/ field measurements) only. The DPRD reserves the right to change or alter this, and/or any rule for the benefit of the league at any time during the season.

B. All players will have to present an ID before playoff games to be considered eligible to play.

C. Players may participate on one (1) team per league.

D. Game times and locations will be posted on the City of Douglasville QuickScores website. This website will also be where teams will submit their rosters, check the leagues schedule, and rankings.

E. Block out dates will not be accepted. However, game time requests will be accepted and honored to the best of our ability.

F. Practices – Field reservations will be handled on a first come first serve weekly basis beginning at 8:00am every Monday morning. If field lights are needed, a fee of $20.00 per hour will be charged. This must be paid for before the lights will be turned on. At a maximum each team can only schedule one practice during the week and one practice during the weekend. At a maximum, practices will be limited to 1 ½ hours during the week and during the weekend.

G. Please contact Athletic Manager - Algenon Wilson at wilsona@douglasvillega.gov) 48 hours prior to for practice reservations.

H. **Forfeits:** Teams must notify the Athletic Coordinator by **4:00 PM on game day** if they know they will not have enough players to play.

I. Two consecutive forfeits or three total forfeits will result in **no refunds** and removal from postseason eligibility. Teams that can continue to field a team may remain on the schedule for the remainder of the season but will not qualify for the playoffs.

J. **Captains' Reminder:** Before each game, captains must meet with the umpire at home plate to review and agree on the rules and style of play. This helps prevent confusion and disputes during the game.

II. Roster & Lineups

A. A minimum of 8 players can start a game. A 9th or 10th player may be added to the 10th position any time before the end of a game.

B. **Player Pickup Rule:**
A team may pick up a maximum of two (2) registered league players only when needed to meet the minimum of 8 players. If a team has 8 or more of its own players, no pickups are allowed. Pickups must be agreed upon by both captains at home plate and reported to the umpire before the game starts. Teams with fewer than 8 players will forfeit.

C. No player pickups are allowed during the playoffs.

D. 20 max player roster

E. 12 players max in the batting lineup

F. Players must be legal age prior to the first game of the season. Any team caught using a player not on their roster will be suspended from further league play immediately.

G. **Roster Changes:** Captains must upload rosters to QuickScores. Roster changes are allowed through the Recreation Department until the 4th game. Rosters lock after Game 4—no additions will be accepted.

H. **Player Leaving the Game:** Any player who leaves the game may not re-enter. Their next scheduled at-bat will be recorded as an out. This does not apply to normal substitutions/re-entry. **Exception:** A player leaving under the blood rule may return.

III. Game Rules

A. **Courtesy Runner:** Each team may use **one courtesy runner per inning**, once per team. The runner may be any player on the roster but **cannot be replaced once on base**. If the runner is still on base when their spot in the batting order

comes up, **that at-bat is an out**. **COED:** Male players may run for male players, and female players may run for female players.

B. **Safety Rule:** A runner may step off the base to avoid being hit by the ball but **must touch the base before advancing**. Failure to do so results in an **out**. The umpire has final judgment on whether the base was touched.

C. There will be a (55) minute time limit on all games, unless tied. The official scorekeeper will keep time. **There will be no time limit on the League Championship Game, those games will be played to 7 innings.**

D. Run rule: There will be a 20-run rule after 3 innings, a 15-run rule after 4 innings, and a 10-run rule after 5 innings. Extra-inning games that go beyond the time limit will go to one pitch.

E. There will be a ten (10) minute grace period for all games. The ten-minute grace period is part of the (55) minute time limit. **The game clock will begin when the umpire instructs the scorekeeper to do so. No grace period if each team has the required number of players to begin.**

F. Submit lineups to the scorekeeper **10 minutes before game time** with each player's **first and last name and jersey number**. The game clock will start on time regardless of whether a lineup has been submitted.

G. Tie Game: International Tie Breaker (ITB) rule comes into effect when a game is tied after regulation play.

IV. COED TEAM RULES

A. At all times you have to have a minimum of four (4) females in your roster lineup, failure to have 4 females results in a forfeit

B. Batting Order & Substitutions
- No more than two (2) males may bat consecutively. Three males cannot bat in a row.
- Teams may have a maximum of 12 players in the batting lineup. If you have more than 12 players, the captain must manage substitutions.
- Captains must notify the scorekeeper and umpire of all substitutions before they bat.

Examples:

6 Male / 4 Female: M M F M M F M M F F
5 Male / 5 Female: F M F M F M F M F M
***or* M F M F M F M F M F**

A. 11" balls pitched to females and 12" balls pitched to males

B. If a male is walked then the proceeding female in the lineup is allowed to choose to also walk or take the at bat (no matter the females choice, the male is moved to second base)

C. Coed- "only while a female is at bat"-infielder's feet must remain in the infield dirt until the ball crosses the plate; outfielders must remain behind the 200ft line until the ball crosses the plate.

D. If a team plays with 8 - **M F M F M F M F** or 9 players - **M M F M M F M M F**, you have to have 4 women, you can't bat three (3) men in a row.

Defensive Rules

E. Can only have max 10 defensive players in the outfield

F. **Coed:** Teams must have at least **4 women** playing. Two women must play in the **infield** (not including pitcher/catcher), and two women must play in the **outfield**, even when playing with only 8 players.

V. PITCHING

A. A protective net will be placed in front of the pitcher.

B. There will be a three-foot buffer zone in front of the pitching rubber that the screen must be placed. The pitching screen may only be adjusted left or right during a game when there is a pitching change (The screen must cover at least some portion of the pitching rubber). Pitchers are allowed warm-up throws to determine their screen placement. Teams cannot move the pitching net unless there is a change in pitcher.

C. One foot must remain within the width of the rubber at the time of the release of the pitch.

D. A ball thrown into the net on a defensive play will be considered a live ball. A ball thrown from third base that hits the net will be considered a live ball. The only time a ball hitting the net is dead is when a batter hits the net.

E. If the batted ball hits the net, it is a foul, and no runners should advance.

F. There is a 5ft buffer zone behind the pitching screen.

G. If the batter hits the net twice the batter is out.

H. No warm-up pitches or infield balls after the first inning.

VI. BATTING

A. If the batted ball hits the net, it is a foul, and no runners should advance

B. If additional players show up after the game has started, they can be added to the bottom of the lineup.

A. If a player is injured, and **no substitute** is available an out will be awarded.

B. If the injured player can't bat again the rest of the game, no out will be awarded.

C. If a player leaves the game for another reason an out will be awarded the rest of the game.

D. Batter enters the box with 0 count on balls and strikes

E. The batter is out on 2 strikes and walks on 3 balls

F. One foul on the 2nd strike is allowed, but on the second foul on the 2nd strike batter is out

G. Stealing will not be allowed in any division

H. Sliding is allowed

VII. HOME RUN LIMIT

A. Men's – 5 Home Runs per game with each after that being called an out
B. COED – 5 Home Runs per game with each after that being called an out

VIII. Tiebreaker

The following procedures will be used to determine the first-place finisher or to break ties for other places.

A) TWO-WAY TIE:

1) Head-to-Head - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.

2) Fewest Runs Allowed - If the teams split their games, the team that allowed the fewest runs during the entire season will be declared the winner.

3) Most Runs Scored - If the teams still remain tied, the team scoring the most runs during the season will be declared the winner.

4) If a tie still remains, the team that allowed the fewest runs when they played each other will be declared the winner.

B) THREE-WAY OR MORE TIE:

1) Head-to-Head - If one of the three or more teams defeated each of the other teams during the season

2) Fewest Runs Allowed - If three teams or more are tied, the winner will be determined by the team that allowed the fewest runs.

3) If two of the teams still have the same total of runs allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most runs during the season will win

IX. Equipment & Facility

A. **Playing Dimension:** 70-foot bases & 50-foot pitch screen will be used in both COED & Men's Leagues. Coed: 200ft line in the outfield.

B. **Game Balls:**
   a) Men's League - USSSA approved 12" .44 COR, 375 Compression balls
   b) Coed League - USSSA approved 11" .44 COR, 375 Compression balls

C. **Uniform Requirements:** All jerseys must have a factory-printed number on the back by the 4th game. **No duplicate numbers are allowed.** Any player without a numbered jersey must be reported to staff and the umpire. Once confirmed, the opposing team will be awarded **1 run for each player without a number.**

D. Players may not play barefoot in our league.

E. Metal/steel spikes and metal/steel cleats are not allowed.

X. Protest

A. No protest about the interpretation of the rules can be made by the team's captain and/or team member, and spectator to the Douglasville Parks and Recreation staff.

B. City of Douglasville Parks and Recreation staff can protest an umpire's interpretation of the rules, provided the protest is made prior to the next official pitch.

C. Only the team's captain can speak to the umpire about the pitch counts and the umpire calls

D. Under no circumstances will audio or visual recordings be accepted for the review of any protested matter or incident.

XI. Weather and Cancellations

A. **Lightning Rule:** If lightning is detected within 8 miles of the game, play will be suspended for 30 minutes. Each additional lightning strike within 8 miles resets the 30-minute timer. Play may resume after 30 consecutive minutes without lightning. If the delay resets more than once, the Athletic Coordinator may cancel the game.

B. **Inclement Weather:** Games may be delayed due to weather. Delays of 30 minutes or more may result in rescheduling.

- Check **GroupMe and email** for all rainout and schedule updates.
- Games may be postponed due to **wet or unsafe field conditions**, even after rain has stopped.
- **No teams may enter the fields** when games are postponed.
- Make-up games will be added to the schedule and communicated by email.
- If rain begins **after 6:00 PM or during a game**, the **umpires will decide** whether play continues.
- Games called off after **35 minutes of play are considered official and will not be rescheduled**. If cancelled **before 35 minutes**, the game will be rescheduled and will resume with the **remaining time and score** from when it was stopped.

XII. Player and Coach Conduct

A. **Unsportsmanlike Conduct:** Players and spectators must show respect. Heckling, profanity, obscene gestures, abusive language, or other unsportsmanlike behavior toward players, officials, staff, or spectators may result in ejection and/or league expulsion.

B. Players, coaches, and spectators who violate the conduct policy may be subject to:
- **Game Forfeiture** – The team may forfeit the game due to misconduct.
- **League/Tournament Disqualification** – Individuals or teams may be removed from the league or tournament.
- **Removal from Facility** – Individuals may be removed from the park, facility, or playing area.
- **Ejections & Suspensions** – Any player or coach ejected from a game will receive a **2-game suspension** from all City of Douglasville leagues in which they participate. If a player plays in multiple leagues (does not have to be the same sport), the suspension covers all games he/she participates in until the suspension league night has been served. A **second ejection during the same season** results in suspension for the remainder of the season.
- **Violation of Suspension** – Anyone who participates while suspended will be **ejected for the remainder of the season**, and their team will forfeit the game.

- **Failure to Leave After Ejection** – Any ejected individual who refuses to leave the facility will result in a **team forfeiture** and may receive an additional suspension.

C. Fighting & Unsportsmanlike Conduct

- Fighting, threats, or inappropriate conduct by players, coaches, or spectators will result in immediate ejection and suspension for a period determined by the Recreation Department. **The minimum suspension for fighting is one (1) calendar year from all City of Douglasville leagues.**
- Any player, coach, or spectator who threatens, strikes, or makes physical contact with an umpire or Recreation Department staff member in anger will be **indefinitely barred from all City of Douglasville leagues.**
- Violators may also be subject to legal action by the Douglasville Police Department.

D. Douglasville Parks & Recreation reserves the right to make decisions in the best interest of the league and to deny participation to any individual or team that compromises the safety, sportsmanship, or recreational purpose of the program.

XIII. Douglasville Parks and Recreation Rules

A. **Recreational Activities:** Throwing or propelling objects, including balls, stones, arrows, javelins, drones, or model aircraft, is prohibited except in designated areas. Rough or potentially dangerous sports, including football, baseball, and soccer, are only permitted on designated fields, courts, or areas.

B. **Dogs:** Only service animals, as defined by the Americans with Disabilities Act (ADA), are permitted indoors, inside fenced areas (unless the fence surrounds the entire park), or within 30 feet of athletic fields, playground equipment, or swimming pools.

C. **Vending:** Selling, vending, peddling, or offering goods or services in any park is prohibited unless authorized by the Director of Parks and Recreation.

D. **Posting in Parks and Facilities:** No person may post, attach, or display any sign, advertisement, or other material in public parks, playgrounds, or recreational facilities without prior approval from the Director of Parks and Recreation.

E. It shall be unlawful for any person within any park to have in his possession, custody or control any alcoholic beverage of any kind whatsoever, except at the West Pines Golf Course.