Douglasville Parks and Recreation
Adult Softball League
Rules & Regulations

League Structure/Organization:

1) All games will be played by USSSA and City of Douglasville Parks and Recreation Department rules.

2) Twenty (20) player roster limit. 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. Roster changes can be made through the recreation department up to the 5th game of the season. No players can be added after the 5th game of the season.

    a) All players will have to present an ID before playoff games to be considered eligible to play.
    b) Pick-Up Rule: A player cannot be rostered on 2 or more teams. A player may be picked up by another team if the opposing coach approves. A team may only pick up extra players if they do not have the 8-player minimum to start a game. If players on that team's roster arrive, they must take the spot of the player that the team picked up and will bat in their spot in the lineup. The Pick-Up Rule is only in effect during the regular season. If a team does not have the minimum 8-players to start a game, then the game will be called a forfeit.

3) The Season will include an 8 Game Minimum (Including Playoffs). 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.

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

5) 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.

6) If two or more teams end the season with identical records, tie breakers will be used:

    a) Head-to-head record
    b) Run Differential
    c) Total Runs Against
    d) Coin Flip

7) Two forfeits in a row or three total forfeits will result in dismissal from further league play. NO REFUNDS! If a team that meets their limit of forfeits can still field a team for the remainder of the season, they will remain on the schedule but will not be eligible for post season play.

8) In case of rain, please be sure to check the GroupMe app for the announcement of rainouts. Remember, games can be postponed because of wet grounds. It may stop raining at noon, but the fields may not be in playable condition. Damage to both fields and players could occur. Teams will not be allowed on fields on nights that games are postponed.
   a) Make up games will be updated on the schedule and emailed to teams.
   b) The umpires will decide whether or not to play if rain should occur after 6pm or during a game.
   c) Games that are rained out after 35mins of play will not be made up.

Game/Playing Rules:

1) Playing Dimension: 70-foot bases & 50-foot pitch screen will be used in both COED & Men's Leagues.

2) There will be a (55) minute time limit on all games, unless tied. The official scorekeeper will keep time. A 10-run lead at the end of 5 innings or 4 ½ innings if the home team is ahead; a 15-run lead at the end of 4 innings or 3 ½ innings if the home team is ahead; or a 20-run lead of 3 innings. Extra-inning games that go beyond the time limit will go to one pitch. There will be no time limit on the League Championship Games. Games will be played to 7 innings.

3) **There will be a ten (10) minute grace period for the first game only.** 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.

4) Teams can bat as many players as are in attendance at game time, with any 10 playing on defense at any one time. If additional players show up after the game has started, they can be added to the bottom of the lineup as long as you have not gone through the entire lineup.

   a) If a team chooses to bat all its players and a player is injured, and no substitute is available, an out will be awarded at their first at bat. If the injured player can't bat again the rest of the game, no out will be awarded after the first at bat. If a player leaves the game for another reason an out will be awarded the rest of the game.

5) COED TEAM RULES:

   a) Pitcher and catcher must be of the opposite sex
   b) 11" balls pitched to females and 12" balls pitched to males
   c) Cannot have more males than females in your lineup (Unless approved by the other team at the plate meeting – see shorthanded rule below)
   d) 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)
   e) 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.

6) SHORTHANDED RULE- Coed teams that are shorthanded may play with 6 guys and 4 girls. This MUST be agreed upon at the home plate meeting between the two teams. Only a team captain can agree to this rule.

7) MEN'S and COED TEAM RULES- 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. Any team that starts a game with 10, 11, or 12 players may drop to a minimum of 9 players to finish the game. If a team starts with 9 or 10 players, they are not allowed to add the 11th or 12th player later. Any player that leaves the game for any reason may not return to the game and when it comes to their spot in the lineup, it will be recorded as an out for the first at bat. (This does not apply to normal re-entry and substitutions). Exception: A player who has left the game under the blood rule may return.

8) PITCHING SCREEN
   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) If the batter hits the net twice the batter is out.

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

10) All batters will begin their at bat with a 1 ball – 1 strike count.

    a) 4 balls will result in a walk and 3 strikes will result in a strikeout.
    b) One foul on the third strike will be allowed
       i) If your second strike is a foul and you foul again for the third strike, it is not a strikeout. On the next foul at that at bat, it will then count as a strikeout.

11) Stealing will not be allowed in any division.

12) Courtesy Runner – Refer to 2024 USSSA Rule Book

    a) If a courtesy runner is given for a batter that makes another plate appearance that inning and gets on base, the same runner can run for that batter in the same inning

13) 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

Game/Playing Rules:

1) GAME BALLS
    a) Men's Rec- USSSA approved 12" .44 COR, 375 Compression balls
    b) COED - USSSA approved 11" .44 COR, 375 Compression balls

2) Equipment – The Douglasville Parks and Recreation Department will refer to the 2024 USSSA Rule Book & website Regarding the use of legal and illegal bats/balls in softball games. 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. Metal/steel spikes and metal/steel cleats are not allowed.

3) Uniform Requirements- Each shirt is required to have a factory number printed on the back. No magic markers/tape or altered numbers are accepted. No duplicate numbers are allowed. Must have a number by 3rd game or the other team will be awarded one run for each player without a numbered shirt (cannot be the same number as another player on the same team).

    a) Teams must notify the staff and umpire of any player without a number before the top of the 2nd inning. If it is confirmed that a player does not have a number, the other team will be awarded a run for that player that does not have a number. At the top of the 2nd inning and beyond no runs will be awarded to late arriving players without a number. This rule may not be used to protest the outcome of a game.

****The Douglasville Parks and Recreation Department will make all decisions deemed necessary for the benefit of the league. This league is designed for fun, recreation, safety, and skill. We reserve the right to deny participation to anyone or any team who detracts from this program.****

Player and Coach Conduct:

1) NO abusive language or profanity from spectators or players is tolerated at City of Douglasville parks.
2) Any threats towards players, spectators, or officials will result in an immediate removal from park property as well as an indefinite league ban.
3) If a player is ejected from a game and refuses to exit the park and their team will forfeit the game.
4) Any ejection from a game by an umpire, park security, or park employee will also result in a 1 game suspension (subject to extension on discretion of park staff).
5) Players or coaches attempting to play or coach when suspended shall be automatically ejected for the remainder of the season and the game shall be forfeited.