



Hyrum Recreation Adult Slow Pitch Rules & Regulations 2026

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.
 - a. Any player under 18 years of age must have a parent/guardian signature to play.
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 night.
 - a. If there are two leagues on one night that end up being combined, any players that are on a team in both leagues must choose one of the teams to play on for the duration of the season.
5. To add or drop players, notify the nightly 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 to play.
6. We will play with an open roster, meaning you can add players all season long, however they must sign the roster before playing. If a 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. **Start of game time is forfeit time; the clock will start at game time, please be ready to go.**
3. All standard pitch league games are 7 innings or 50 minutes. No new inning unless score is tied.
 - a. All 2-pitch leagues games are 7 innings or 40 minutes. No new inning unless score is tied.
4. If the score is tied after 7 innings or time limit the International Tie Breaker rule goes into effect. At the start of each inning of an international tie breaker the batter who was declared last out will be placed on second base.
5. **If a team is winning by 20 runs after three complete innings, or 15 runs after four complete innings or 10 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, or the score will revert back to the last completed inning. The only exception to the times will occur as follows:
 - a. The last game at any park will not start after 10:00 p.m.
 - b. Regardless of the score or situation, the last pitch of the game will be 10:30 p.m.
 - c. If any last game is not played OR is terminated at 10:30 p.m., these games will be replayed or finished at a later date from the point of incident unless 4 complete innings or 30 minutes have been played.
7. 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 or 30 minutes of the game has been played, the game stands as if it is the last completed inning (whichever happens first).** If not, the game will continue from the point where it was stopped at a later date, **ONLY** if the game has a bearing for possible play-off position involving any team.

8. 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 need to contact the League Director after 4:00 p.m. at 435-245-6033 ext. 115 to get the most up to date information then contact their team to make sure everyone is aware of any changes.**
9. 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.
10. For safety reasons, children, animals and bicycles are prohibited in the dugout areas.
11. **There will be no sunflower seeds, gum, or food allowed in the dugout or playing field for the turf field.**
12. Championship game will be 7 complete innings unless the run rule applies. Home team will be the tournament play undefeated team. The "If" game will be at least 4 innings or 50 minutes. The home team for the if game will be determined by a coin flip.

MANAGER AND TEAM RESPONSIBILITIES

1. **It is the manager's responsibility to have on file with the Recreation Department his/her name, address and phone number.** 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/captain listed on the official team roster 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 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 or the nightly supervisor to submit an official protest, ask about rules, etc., 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. **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 umpire will then notify the other team and nightly supervisor 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.**
 - A. The Recreation Department will only accept a written protest submitted by the team's designated manager who is on the team roster. If the assigned manager for each team is absent, the name of an acting manager may be submitted with the line-up that night. Only he/she may phone to follow up on a protest.
 - B. Protests must be made before the game is over. Only the manager or acting manager of a team

- may file a protest.
- C. Upon protest, a roster check of **both** teams will be made in comparison to the submitted lineup. Any player in question must provide some form of identification to the nightly supervisor. If a player is deemed ineligible, that team will automatically forfeit the game. **If both teams have ineligible players, a double forfeit WILL be enforced.**
 - D. Failure to comply with any of the above points will cause the protest to be invalid.
 - E. 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.
 - F. During a player protest, the game will continue. A decision will be made by the end of the game.
 - G. Examples of things that can be protested (Not all inclusive)
 - i. Illegal player
 - 1. Results in forfeit
 - ii. Illegal bat
 - 1. Results in bat being removed from field of play and batter being called out.
 - 2. Repeat offenders may be suspended/ banned from the game or the league.
 - iii. Successful protest- The team in violation will receive a forfeit for the game.
 - iv. Unsuccessful protest- The game will continue as usual, and the final result will stand.

PLAYING RULES

- 1. Ten (10) players constitute a team for all leagues: men, women, and coed.
 - a. Men's League Exception: A team with 9 players may play without taking an automatic out for the missing 10th player.
 - b. Coed League Exception: Teams must have a minimum of 8 players. If fewer than 10 are present, an automatic out is required for each missing player, and male/ female ratio must be even on the field.
- 2. Under no circumstances may a team begin or continue to play without the required 7 players (8 on coed). The game is terminated at the point they drop below this number and results in an automatic loss, regardless of the score.
- 3. When neither team has the required 7 players (8 on coed) at game time, both teams will receive a forfeit.
- 4. A team may bat up to 12 players in both Men's and Coed leagues.
 - a. Teams may start with 11 men (12 on coed) and drop to 7 (8 on coed) without forfeiting.
 - b. If a player must leave due to injury or emergency and there is no substitute, an automatic out will be taken in the lineup.
 - i. If that player hasn't batted yet and removing them doesn't drop the roster below 10, they may be removed from the roster with no automatic out.
 - ii. If a player hasn't arrived yet and you want to replace them with someone present who hasn't batted, the roster may be updated with no penalty during regular season games.
 - iii. **If a player leaves the game due to ejection, there is no substitute, you will take an automatic out in the lineup.**
- 5. **Courtesy Runner: One courtesy runner per lineup per sex rotation is permitted. The courtesy runner must be the last recorded out of the same sex. If the courtesy runner remains on base when their turn at bat comes up, that spot in the batting order is an out. Courtesy runners may not be substituted.**

6. Safety Base (First Base Rule)

- a. Any batted ball hitting the white portion of the base is fair; any ball hitting the orange portion is foul.
 - b. On the initial play at first base (from the infield or outfield), the batter-runner must touch the orange portion, while the defensive player must touch the white portion.
 - c. If the defensive player touches the orange portion and records the catch, the batter-runner will be ruled safe.
 - d. **Once the batter-runner has safely reached first base, they must return to and use the white portion of the bag for the remainder of play. The orange portion is only for use on the initial run-through of first base.**
7. 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.
8. The pitcher must be in contact with the mound at the start of their pitch. A quick-return pitch and the pitcher failing to face home plate on delivery of the pitch are prohibited.
- 9. It is recommended for pitchers to wear protective equipment, especially a helmet with a face mask. The same applies for infielders at 1st & 3rd base due to the proximity to the batter. Additionally, anyone under 18 is not allowed to be in these 3 positions. Anyone under the age of 18 should not play one of these 3 positions.**
- 10. Comeback Hits: Any comeback hit that strikes the pitcher or lands between the safety lines on either side of the pitching rubber is an automatic out.**
11. Official umpire shall be provided by Hyrum Recreation and shall always have full authority over players and managers.
- a. If necessary, the site supervisor and/or scorekeeper may assist the umpire if the umpire deems it appropriate.
 - b. The site supervisor and/ or scorekeeper also
 - c. have authority to ask people to leave and assist when the
- 12. 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 to be considered a part of the strike zone.**
- a. **Scoring at Home Plate: The strike mat cannot be used to score a run. For a run to count, the white portion of home plate must be touched by the runner.**
13. All bats used in Hyrum City Adult Softball leagues and tournaments must have a USA/ ASA stamped, or Dual USSSA/ASA stamp. **Umpires may conduct bat inspections at any time. Players caught batting with an illegal bat will be called out automatically. Repeating offenders may face ejection from the game and banned from the league.**
14. 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 it is 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.

15. Batter Conduct

- a. All batters must drop the bat after making contact with the ball.
- b. An umpire may, without warning, call a batter out and/or remove them from the game for throwing their bat and endangering a player or umpire.
- c. A batter may also be called out for stepping out of the batter's box.

16. Home Run Rules

- a. Men's leagues are allowed 4 home runs per game.
- b. In Co-Rec, men are allowed 3 home runs per game while women have unlimited.
- c. Following a home run, the batter need only touch first base.

Any home run hit beyond the maximum allowed is declared an out.

17. Stealing Rule: No stealing allowed.

18. Bunting is not permitted. The batter must take a full swing.

19. If a fielder deliberately throws their glove at a fair batted ball and it makes contact, all runners are entitled to three bases from the time of the pitch, and the ball remains live so runners can advance further at their own risk.

- a. **No contact = no penalty.** The glove has to actually touch the ball for the award to apply.
- b. **Ball stays live.** Runners aren't frozen at the awarded base; they can keep going if they choose, but do so at their own risk of being thrown out.
- c. If it were a **thrown ball** (not a batted ball) that the glove touched, the award would only be two bases.

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. (Between the specified teams).
 - e. A flip of a coin.
- 3. Championship game will be 7 complete innings unless the run rule applies. Home team will be the tournament play undefeated team.
- 4. The "If" game will be at least 4 innings or 50 minutes for standard pitch. The home team for the if game will be determined by a coin flip.
 - a. 2-pitch leagues games are 7 innings or 40 minutes.

GENERAL

- 1. **Alcoholic beverages are not allowed in any City park.** Supervisors & Umpires 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 is allowed in city parks. 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. Unsportsmanlike Conduct: The use of threatening, abusive, insulting, or indecent language and/or

gestures (including profanity, trash-talking, and taunting) is strictly prohibited. This applies both on and off the field. Disrespectful or abusive behavior toward officials will not be tolerated. Any such behavior could result in suspension from Hyrum City leagues.

5. Ejections: Ejected individuals must leave the facility/park promptly and will face an automatic suspension from all adult leagues and programs for 8 days. This will be extended to at least a 1-game suspension due to a "BYE" or holiday. If an ejected individual refuses to leave the facility/park, their team will forfeit the game. Any individual who is ejected twice in a season will be suspended for the remainder of the season, including spectating, with no refund of fees.
 - a. If a player accumulates four ejections in one season for any form of unsportsmanlike conduct, they will be suspended for the remainder of the season. If a team accumulates six ejections, the entire team will be suspended for the remainder of the season.
6. Suspensions: The Recreation Department may add or remove games from any suspension at their discretion.

SPECIAL RULES SECTION - COED LEAGUES

1. A game is played with two teams. A team with a maximum of 12 on the batting lineup. 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 of 10. 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.
 - a. LET'S TALK ROVER
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. A (restraining) Coed 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 which is behind the dirt of the infield until the pitched ball crosses home plate. If any outfielder or infielder violates the (restraining) coed line, the umpires will award the batter and all runners one base or the result of any hit ball, whichever is greater.
8. If a man walks, he will automatically be awarded 2nd base. The female following will have the option to walk or bat.

Some rules were voted on and openly discussed during the captains' meetings. If there is disagreement with a rule, it can be revisited at next season's captains' meeting and considered for a vote. This league is designed to be safe for all participants while fostering a strong sense of community. Any rule not discussed will default to USA Softball Rulebook: https://www.usasoftball.com/wp-content/uploads/sites/120/2025/01/USAS-2025-Rulebook_digital67.pdf

