

PROVO PARKS & RECREATION ADULT SOFTBALL LEAGUE

TEAM RULES

Rosters:

1. Roster size: 12 - 30 players. (Maximum awards - 12 players)
2. If players participate in multiple leagues, any scheduling conflicts in League play must be resolved by the players. Provo Parks & Recreation will use discretion to move any teams for post-season play to the division that will be most competitive for that team. If your teams are moved into the same tournament bracket, you may play on each team until they play each other. During the game in which they play each other you must choose one team to play on, then you may return to each team for subsequent games.
3. A participation waiver with names and signatures, must be completed before the first game and turned into the supervisor at the complex. New players throughout the season must sign the waiver before participating. Rosters will be managed by the team captain on QuickScores and tournament eligibility will be posted online during the season.
4. There is no deadline for adding players to your roster for regular season play. Any player may sign the roster and play any game during league play. **A player must play two (2) league games to be eligible for post-season play and rosters will be frozen after the final regular season game. Please be sure that any new player signs the roster (at the score building) and is accurately depicted on your line-up card.** Players will need to show a picture ID before every post-season game. Line-up cards will be used to verify tournament eligibility, so legibility is essential.

Eligibility:

1. Coaches are responsible to have their players read and understand the "League Rules" and the players "Code of Conduct." Your team will be held accountable for the information contained therein.
2. Each team should have jerseys with legible numbers on the back, which can be easily seen by staff, by your third scheduled game (Third scheduled game occurs on the second night of play for double header leagues). **Taped numbers are not allowed.** After the second game, or first week of play for double header leagues, any team that has players without a numbered jersey will give up the number of runs to the opposing team equivalent to the number of players without numbered jerseys. **i.e.** If team A has three players without numbered jerseys, those three runs will be given to team B when team A's players take their first at bat.

3. NO METAL CLEATS ALLOWED
4. Players must be 16 years old to be eligible to play in the Adult softball league. By the first day of games players must be 16 years of age.
5. Lineup cards – A full **FIRST and LAST name** must be written on the lineup cards and it should be given to the scorekeeper and the other team before the start of the game.

Protests:

1. All protests must be registered with the Site Supervisor at the time the infraction occurred or was noticed. To be considered further, the protesting team must submit a written protest to the Parks & Recreation Office, no later than the close of business the next working day following the protested game. The written protest must include the names of the teams and players involved. The name(s) of the officials, describe the situation, and cite the rule on which the protest is based. A \$25 protest fee must accompany the written protest. The fee will be refunded if the protest is upheld. Protests cannot be made on a judgment call, only on rule interpretations. For all post-season protests, please see the USSSA rule book.
2. Illegal player protests must be protested before the alleged team has batted through their lineup. In the event of a protest, both teams will be required to show ID for every player in the lineup. If either team is playing with an illegal player said team will forfeit the game.

Field Rules:

1. Any children attending softball games must have appropriate supervision. Players are not considered appropriate supervision. **No non-participants are allowed in the dugouts!**
2. In case of power failure, the rain-out rule will be in effect. Four (4) completed innings will be considered a complete game or 3 and a half if the home team is ahead.
“RAINOUT HOTLINE” 801 852 6629 (call this number after 4:00 pm).
3. **Parking:** Please utilize parking lots adjacent to the complex and WEST of the pond. Avoid parking on any curbed residential street & **take notice of the NO PARKING signs (do not park in any residential cul-de-sac)**. Provo City is not responsible for any damage caused to your car.

Team Standings:

1. Division standings will be computed on a win/loss system. If there is a tie for first place, the tie will be broken by head to head results, then total points allowed. This is for tournament seeding purposes. Standings will be updated on quickscores.com/provo.

Awards:

1. Individual awards will be given in the post-season tournament.

GAME RULES

1. Each team will have the option to bat up to 15 players and have free substitution in the field. Any 10 of the 15 players may take a defensive position. The batting order, however, must remain the same.
2. In COED leagues there will be one legal foul ball allowed on the 2nd strike.
3. Bats must have the USSSA thumbprint stamp on it.
4. **ALL PITCHERS MUST WEAR A PROTECTIVE FACE MASK!** Pitchers are also strongly encouraged to wear full protective gear including shin guards, wrist guards, and chest/heart protection.
5. **HOME RUN RULE:**
The “one up” rule will be used in all leagues. The “one-up” rule states: You may only hit one more home run than the other team. Example: Team A hits a home run, Team B may now hit 1 home run to be even or 2 home runs to be “one-up.” All other home runs are considered outs. A home team may go “one-up” after time has expired or in the bottom of the 7th to win the game. *When a homerun is hit you do not have to advance to the next base (hit and sit).*
6. **Courtesy runners** – 1 substitute per gender, the runner per team per inning for the person who just batted. Must be substituted before the next pitch is thrown. Courtesy runners do not have to be the last out in that inning or the previous inning. If their turn to bat coincides with being on base, the at-bat will be an out. If the batter using the courtesy runner comes up to bat twice in the same inning, they may continue to use a courtesy runner.
7. **RUN RULE:** If a team leads the game by 20 or more runs in the bottom of the 3rd inning, 15 or more in the bottom of the fourth inning, or 10 or more runs in the bottom of the 5th inning, the game will be called at that time. This rule applies to all leagues.

FLIP FLOP RULE: At the end of the 2nd inning if the home team is down by 20 runs, the home team will remain at bat and become the visiting team at the top of the 3rd inning. If that team (new visiting team) does not score enough runs to reduce the run difference below the twenty run rule, the game is over. If they reduce the run difference to below twenty runs, then the new home team will bat. If they subsequently score enough runs to exceed the run rule the game will be over, if they do not the game will

continue under that format. This also applies if the home team is down by 15 at the end of the 3rd inning and 10 at the end of the 4th inning.

8. Pitching arch is 6 feet to 12 feet from the ground. The release has to be on or behind the pitching rubber. The pitcher can stand a maximum of 6 feet behind the rubber to deliver the pitch. Fakes will not be allowed.
9. Pitching Mats – We will be using a mat strike zone for all leagues. Any pitch that hits the mat and has the appropriate arch as stated in rule 7, will be called a strike.
10. Balls will be provided at each game by Provo City. Teams are responsible to retrieve homerun and foul balls to eliminate delay in the game. The game clock will continue to run.

Game Time:

1. A team captain or representative must fill out a line-up card with the players' complete names (**first and last**) **5 MINUTES BEFORE** game time.
2. **Game clock will start at scheduled game time even if line-ups are not turned in!**
3. Because of time limits, games will be played as close to the scheduled time as possible. Game clock will start at scheduled game time.
4. Games will consist of a 50-minute running clock or seven innings. No new inning will start after 50 minutes. The game clock will start at the scheduled game time or 5 minutes after the previous game. The clock will only stop when deemed necessary by the official.
5. **Tie Games:** In the case of a tie ball game we will have one extra inning in the regular season and games can end in a tie. For all post season games we will play till a winner is declared. All extra innings will start with a runner on 2nd base. This runner should be the last out of the previous inning.
6. Provo City has an 11:00pm curfew, the lights will be out at 11:00pm. If game is ended for curfew we will revert to the last complete inning and that will be the final score.

Rain Delays:

1. Delays in play and cancellations due to weather will be at the Site Supervisor's discretion.
2. In case of power failure, the rain-out rule will be in effect.

3. Four (4) completed innings will be considered a complete game.

RAINOUT HOTLINE – 801-852-6629 (call this number after 4:00pm)

Forfeits:

1. **Game time is forfeit time.** The opposing team will be given the option to wait for the team that doesn't have enough players and will become the Home team automatically for choosing to wait. If the opposing team chooses to wait and not have a forfeit the grace period will be no more than **10 minutes** after scheduled game time **NO EXCEPTION**. The game clock will start at game time.
2. An official team is composed of 10 players. A team can start play with no less than 8 players. If a team has 8 players at game time they must start the game. As players arrive, they may be inserted at the BOTTOM of the line up. A position for a possible 9th or 10th player will be placed at the bottom of the line up. Coaches must inform scorekeepers when they show up. A team starting with 8 or 9 players will not be penalized with any outs. Teams with 8 players will automatically be the visiting team.
3. **The postponement of games will not be considered.** All games must be played as scheduled.
4. Forfeits will not be tolerated! On your: **1st forfeit** you will be warned by phone call, **2nd forfeit** your team captain will meet with the coordinator over the program and talk about your future in the league for that season.

Tournament Rules:

1. A coin flip will determine who is the home team in the loser's bracket. The higher seed in the winner's bracket will automatically be the home team. For the championship game the undefeated team will be the home team. If an IF game occurs a coin flip will be used to determine who is home and away.
2. The championship game will be a full seven innings. The "if necessary" game will be timed.

Discipline:

1. Please refer to the Player Code of Conduct.
2. Any team which receives Code of Conduct Violations on two players in a single game will forfeit that game. Any team receiving **FIVE** Code of Conduct violations over the

course of the regular and post-season will potentially be suspended for the remainder of the season and post-season. This will be determined by the coordinator. (No Refunds).

3. Anyone, intentionally throwing a bat will be removed from the game by the umpire, site supervisor, or scorekeeper. Repeat offenses could result in suspension from league play.
4. If an infielder leaves the game due to an injury caused by a batted ball that is deemed by the umpire as indefensible, the bat will be removed from play for the remainder of the night.
5. For all rules not covered above, refer to the Official USSSA rule book or to the Site Supervisors. **Provo Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the Softball program.**

PHONE NUMBERS:

Provo Parks & Recreation	801 852 6620
Rainout Hotline	801 852 6629



PROVO PARKS & RECREATION COED SOFTBALL

TEAM RULES

1. A 12 inch ball will be used for the men when hitting and an 11 inch ball for the women when hitting.
2. You may bat up to 15 batters. The batting order must be in a man/woman rotation. There may be as many women hitting back to back as you like but never men. If you have 15 batters, you must start and end with a woman batting.
3. The positions must be filled as follows:
 - Pitcher/catcher (1 must be a woman)
 - You may not have more than 2 men playing the infield or outfield.
 - The pitcher/catcher does not count as an infielder.
 - Women can out-number men but men can never out-number women. **
 - A woman can take the place of a man in any position.

****Can play with 5 men and 4 women however, the spot for the 5th woman on the lineup will be an automatic out.**

4. **Walks:** If a man walks, they will automatically go to 2nd base. The woman following him has the option to hit or take a walk only if there are two outs, if there are less than two outs she must bat.
4. **Safety Base** – There will be a commitment line halfway between home and third. The only way a person can be put out at home is if home plate is tagged before they reach the safety base after they've crossed the commitment line. The safety base will be marked as a scoring line near home plate.
5. **HOME RUN RULE:**
The “one up” rule will be used in all leagues. The “one-up” rule states: You may only hit one more home run than the other team. Example: Team A hits a home run, Team B may now hit 1 home run to be even or 2 home runs to be “one-up.” All other home runs are considered outs. A home team may go “one-up” after time has expired or in the bottom of the 7th to win the game. *When a homerun is hit you do not have to advance to the next base (hit and sit).*