

2024

Adult Softball Guidebook



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I. RULE CHANGES (Implemented Spring 2024)

- A. Adult Leagues
 - i. "2-Up" Homerun Rule for all Upper Rec Leagues (Rec Leagues remain at "1-Up")
 - ii. Pitchers are allowed to stand and pitch up to 5 feet behind the pitching rubber.
- B. Senior Leagues
 - i. 40+ and 45+ Division Created (may not use senior bats, regardless of age)
 - ii. "2-Up" Homerun Rule, anything after is a single. (40+ and 50+ remain open)
 - iii. Homeruns no longer need to be ran out. You can now "Hit and Sit"
 - iv. Courtesy Foul Ball Rule: Batters will begin with a one (1) ball and one (1) strike count. One (1) courtesy foul shall be awarded after the second strike.
 - v. Flip Flop Rule: Will be in effect with five (5) run lead.

II. POINTS OF INTEREST

- A. UNSPORTSMANLIKE CONDUCT
 - i. The Salt Lake County Sports Staff has the authority to disqualify, suspend or remove any manager, coach, player, spectator, or team that behaves in an unsportsmanlike manner before, during or after a game. **It is the manager's responsibility to ensure all players know and adhere to these rules. All participants and spectators are subject to the Division's Policy on Patron Conduct in addition to the activity-specific rules listed in this book. You may request a copy of the Policy on Patron Conduct by inquiring with the League Supervisor.**
- B. EQUIPMENT
 - i. Softballs are provided by Salt Lake County. You must provide your own gloves and bats. We will NOT provide a bat at the field for use. All ASA bats are legal by default, and all bats marked 1.20 B.P.F are legal regardless of association.
- C. UNIFORMS
 - i. As a team, it will be MANDATORY for each player to have the same uniform for league play. The deadline for having uniforms is at the end of the 4th game of league play.
 - ii. Uniform consists of: As a team, similar colored shirts, or shirts of a different color IF they all have the same printed team name or logo on them, with at least a 6-inch number on the back in a contrasting color. Identical numbers are not allowed.
 - iii. Player who does not have a uniform or a number on their jersey will be scored as an out and an "at bat" will be recorded.
- D. OFFICIAL SLOWPITCH RULES AND EXCEPTIONS
 - i. For men's, women's, and coed programs the following Run Rule will apply to ALL league play: 15 runs after 45 minutes of play or 5 innings (whichever comes first). If the Home Team is ahead the game will be declared over. If the Visitors are ahead, the Home Team will have the opportunity to bat. There is NO Flip Flop Rule (Except for Senior League).
 - ii. The Senior Softball Run Rule will remain 15 runs after 5 innings. **The Flip Flop Rule will be in effect with a 5-run lead for senior leagues at the start of the open inning. It will be defined as follows: At the start of the open inning if the home team is losing by 5 or more runs, the home team will remain at bat and become the visiting team. If the new visiting does not score enough runs to tie or go ahead of the new home team the game is over. If the new visiting team scores enough runs to tie or go ahead then the new home team will bat.**

- E. All slowpitch leagues use the 3-2 Count
 - i. A batter walks on three balls and strikes out on the second strike.
 - ii. The batter is out on the FIRST foul ball after one strike.
- F. A batting mat will be used for balls and strikes. If a legally pitched ball hits any part of the mat, the pitch is a strike. To be considered a legal pitch, a ball must be at least 5 feet from the ground and must not travel more than 10 feet in height from the ground during delivery.
 - i. If a ball is hit by the batter and rests on the mat, it will be declared a FOUL BALL by the Umpire.
- G. COED RULE EXCEPTIONS
 - i. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base. The next female batter will no longer have the option to walk, she will bat. Exception: Male is only awarded 1st base if no female is behind in batting order.

III. INSTRUCTIONS FOR FIRST NIGHT

What to do the first night of leagues:

- Arrive at field at least 30 minutes before scheduled game time.
- Make sure the roster is filled out online completely and the roster waiver is signed by each team member.
 - Be sure to include absent team members' first and last names on the roster and have them sign when they play in a future game. List all the subs who might possibly play. You have 30 spots on your roster— Use them! See rule IX B on page 5 for complete information.
- Check in with your League Supervisor and submit your roster waiver.
- Your League Supervisor will give you a line-up card
 - Completed line-up cards are your batting order. See page 7 for complete rules on line-ups.
- Make sure all players have a 6 inch or larger number on the back of all jerseys. All information is listed on page 5. As manager you're advised to have extras for when you have subs.
- Get your League Supervisors contact information so you can call to add to your roster and call if you are unable to make it to a game.

My League Information

Night _____ Field _____

League Supervisor _____

Phone # _____ Email _____

IV. LEAGUE CONTACTS

Salt Lake County Program Manager Tyson Kisselburg (385) 468-1670 tkisselburg@saltlakecounty.gov
 Umpires Scott Moyes (801) 688-2255 umpiresofutah@gmail.com

Salt Lake County Slow Pitch Fields & Complexes

Larry H. Miller-Cottonwood Complex 4400 S. 1300 E.
 Valley Complex 5100 S. 2700 W.
 Sunnyside Park 840 S. 1600 E.
 Redwood Fields 3100 S. Redwood Rd
 Bingham Junction 6980 S. River Reserve Ct.

V. PHILOSOPHY

- A. The Salt Lake County Sports Adult Softball Program is intended to provide participants with an opportunity to play softball in an organized, competitive environment. Salt Lake County strives to promote the ideals of sportsmanship and physical fitness to all participants, regardless of sex, race, creed, or color. More important than any game are the participants and their needs. The Adult Softball Program endeavors to bring area residents closer together through a common interest in sportsmanship, cooperation, and appreciation of the game.

VI. PROGRAM ADMINISTRATION

- B. The Salt Lake County Sports staff will determine the placement of teams; open spots cannot be sold, bartered, or traded. Any vacated spots will be filled at the discretion of the Salt Lake County Sports staff. Availability of open spots in leagues will be based on league standings from the previous year and the status of returning teams.
 - i. Mandatory condition to secure your spot in the league is full payment of fees on or before deadline.
 - ii. To be considered a returning team, one of the two conditions must be met:
 - 1. Team must have the same manager as the previous year.
 - 2. Team must have at least one-half of the players returning from the previous year and roster.
- C. Teams must play at the time, place and date specified by the Salt Lake County.

VII. EQUIPMENT

- A. Each team will furnish their own equipment. Salt Lake County will provide two new game balls for each game.
- B. Each team will furnish one acceptable used ball for each game. Slow pitch balls must be Optic Yellow and stamped "Classic M" (Men's) or "Classic W" (Women's) and either ASA, NSA or USSSA approved.
 - i. Umpires will inspect the softballs at the beginning of the game and will be the final judge of the quality and make of ball.
 - ii. Usable balls must be given to the umpire at the beginning of each game.
- C. BATS: All ASA bats are legal by default, and all bats marked 1.20 B.P.F are legal regardless of association. It is the Team Manager's responsibility to make sure their players are using legal bats. (Senior bats are not permitted for Adult Leagues and any shaved/altered bats are considered illegal.)
- D. Penalty for using an illegal bat:
 - i. 1st offense: Player caught using illegal bat is ejected from the game.
 - ii. 2nd offense: Player caught using illegal bat is ejected from the game, the Team Manager or Designated Manager for the night is ejected from the game, and the game will be declared a forfeit for the team whose player was caught using the illegal bat.
 - iii. 3rd offense: The team will be kicked out of the league for the rest of the season.

VIII. UNIFORMS

- A. As a team, it will be MANDATORY for each player to have the same uniform for league play. The deadline for having uniforms is the end of the 3rd game of regular season league play.
- B. Uniform consists of: As a team, similar colored shirts, or shirts of a different color IF they all have the same printed team name or logo on them, with at least a 6-inch number on the back in a contrasting color. Identical numbers are not allowed.
- C. Player who does not have a uniform or a number on their jersey will be scored as an out and an "at bat" will be recorded. Uniforms must be worn on offense and defense.
- D. BLOOD RULE:
 - i. A player who is bleeding or has an open wound or excessive amount of blood on his/her uniform must leave the game. There is no provision to allow the player to stay in the game after a momentary delay once the umpire has observed the bleeding and has suspended play. The player must leave at once.
 - 1. The removed player is expected to receive appropriate treatment before returning to the game. The player involved is not to return until the bleeding is stopped, an open wound is covered, or an excessively bloody uniform is changed. An excessively bloody uniform is defined as being saturated to the extent that the blood might transfer to another player or the blood could soak through to the skin.
 - 2. No penalty is to be assessed if the replacement shirt is not uniform.
 - ii. PENALTY: Failure to comply with this rule will result in the player being expelled from the game.
- E. Metal cleats are NOT allowed. Player(s) caught wearing metal cleats will be ejected from the game.

IX. GAME MANAGEMENT

A. Managers/Captains

- i. The manager shall be the official representative of their team unless they designate one of the players as the team captain prior to the start of the game.
- ii. Only the official team representative is permitted to raise a question concerning a rule interpretation, but they shall be prohibited from questioning a judgment call, as outlined in section III.

B. Rosters

- i. All rosters must be completed online at quickscores.com/sports. A printed waiver must be signed online or in person and turned in to the official League Supervisor PRIOR TO THE START OF THE FIRST LEAGUE GAME. For rosters to be legal, the manager must have all information filled out, including name, signature, email, and telephone number for each team player.
 1. EVERYONE MUST SIGN THE WAIVER BEFORE PLAYING IN ANY GAME. Because of legal requirements, everyone must sign the roster before taking the field or the game will be declared a forfeit. This is the manager's responsibility.
 2. The League Supervisor reserves the right to request identification of players from any team to ensure eligibility (illegal player rule). Player must show ID when requested.
 - a. PENALTY: If the player is found to be ineligible, the game will be a forfeit. If the player cannot provide ID when requested, the game will be declared a forfeit.
 3. When a player is caught playing under an assumed name the person writing the line-up and the illegal player will be suspended in any and all leagues they participate in, and the game declared a forfeit.
 - a. PENALTY: 1st offense: 2 game suspension (player and person writing the lineup) 2nd offense: Suspended for remainder of the season
- ii. Roster changes must be transacted between the team manager and League Supervisor.
- iii. Before a new player is eligible to play, the manager must add the player to the online roster and print the roster waiver out and bring it to the game that night or contact your League Supervisor to add his/her name to the roster by 5pm the day of the game.
- iv. Each team is allowed two emergency add-ons to your roster up until game time. This emergency add may be used even after rosters are frozen.
- v. The official roster shall be kept by the League Supervisor of the league in which the team participates. When adding a player to a roster, the League Supervisor may request to be shown identification for the player to be added.
 1. The deadlines for adding players to the roster is the fourth game of regular season play. Emergency adds can still be used anytime in the regular season. All players must participate in at least 1 regular season game with at least 1 at bat to be eligible to play in season ending tournament.
- vi. All Salt Lake County slowpitch and fastpitch softball teams may carry a maximum of 30 players on their roster. If a team wants to add an additional player, another player must be dropped to keep the maximum number at 30. No more than five players may be added or dropped per week of play.
- vii. If a player on the roster is suspended for any reason, his/her spot on the roster may not be replaced.
- viii. If a player is suspended at the end of the season, they will serve a two-game suspension at the beginning of the next Salt Lake County softball league in which they play.

C. Game Times

- i. A five-minute grace period will be allowed for the FIRST scheduled game of the night only.
 - 1. The game clock starts AT SCHEDULED GAME TIME.
 - 2. League Supervisor will be the official timekeeper.
- ii. Once a game begins, the time limit will continue uninterrupted.
- iii. If a team employs tactics designed to delay the game, the game will be forfeited by that team. After one warning is given, this rule will be strictly enforced by the umpires. (The game clock will not stop for arguing.)
- iv. EXCEPTIONS
 - 1. Loss of light or arrival of darkness
 - 2. Rain or electrical storm (Severe lightning)
 - 3. Malfunction of automatic watering system
 - 4. Field maintenance problems
 - 5. Serious injuries as determined by umpire or League Supervisor
 - 6. Anything which places the patrons or players in peril and was not the direct cause of action by players or patrons
- v. NOTE: If any of these conditions exist, the decision to stop or continue play will be made jointly by the League Supervisor and umpire, unless it is a legal game according to the governing league rules. If games are canceled due to any of the exceptions listed above, when play is resumed it will be at the point where the game was delayed or suspended.

D. Lineups

- i. Completed lineups must be submitted to the League Supervisor at least 5 minutes prior to scheduled game time. Noncompliance may subject teams to penalty or forfeiture of that game. The only exception to this rule will be for the first scheduled league game of the night, when all lineups must be turned in by scheduled game time.
- ii. Managers must legibly print first and last names for every player on the lineup card.
- iii. If necessary, two or less blanks can be left anywhere in the lineup to save a late players place in the batting order. If the game starts and a player whose name is in the scorebook is not present, the player is considered in the game and can still play. They may still play if the player is substituted for; however, the re-entry rule will apply.

E. Player Eligibility

- i. All players in the Men's, Women's and Coed slowpitch leagues must be at least 16 years of age before competing. Young men and women who play in the adult programs and are under 18, will be required to have their parent/legal guardian complete an additional form for minors. This form is available from your League Supervisor.
- ii. Any player banned from any other local or national sports programs will not be allowed to play in Salt Lake County adult softball program.
- iii. Players can only be on one roster per league. If a player wants to change teams within the same league, he/she must secure written release from Salt Lake County and the current manager that the player wishes to be released from. The League Supervisor must receive a signed copy of release before he/she is eligible to play.
- iv. For the end of season league tournament, players must have played in at least 1 game with at least 1 at bat during the regular season to be eligible to participate.

F. Forfeit Game

- i. If a game is declared a forfeit, umpires are not allowed to umpire a forfeit game and League Supervisors are not required to stay and leave lights on and bases out.
- ii. After three (3) forfeits during the regular season, a team will be expelled from league play for the remainder of the season and receive no refund of fees paid.

- iii. If a team begins a game with enough players, but cannot finish with enough players, the game will be considered a loss, not a forfeit, and all stats will be given.
- iv. Team managers that know ahead of game time that they will forfeit must notify League Supervisor AND Sports Office as soon as possible.

G. Field Rules

- i. No infield practice before the game or between innings. Hustle on and off the fields.
- ii. No soft-toss or batting into the fence is allowed.
- iii. No equipment shall be left lying on the field either in fair or foul territory.
- iv. Only players that are on the roster will be allowed in the dugouts or on the field during the game. Pets and children are NOT allowed in dugouts at any time. Only on deck and in the hole are allowed outside of dugout.
- v. Practice areas are restricted to designated warm-up areas. Warm-up activity will not be permitted across sidewalks.
- vi. Coaches, managers and players are asked to conduct business with the League Supervisors between games whenever possible and not when he/she is keeping score except to make substitutions or protests.
- vii. According to city/county ordinances, smoking/vaping or alcoholic beverages are not permitted in any park. SLCO Ordinance—Title 13, Section 13.04 285 & 286

X. OFFICIAL SLOWPITCH RULES AND EXCEPTIONS

- A. The official softball rules adopted by Salt Lake County Parks & Recreation will be USSSA (United States Specialty Sports Association) and will govern Senior's, Men's, Women's, and Coed Slowpitch Leagues for the current year with the exceptions and modifications noted in this book.
- B. Salt Lake County Softball Guidebooks are available online at www.slco.org/sports-office
- C. SAFETY BASE: A double first base will be mandatory for all Salt Lake County slowpitch leagues. Runners must use the outside base and the fielder must use the inside base. Using the wrong base by the runner or a fielder will result in an automatically safe or out call, unless there is no play at first base.
- D. All slowpitch leagues use the 3-2 Count
 - i. A batter walks on three balls and strikes out on the second strike.
 - ii. The batter is out on the FIRST foul ball after one strike.
- E. All Men's, Women's and Coed Slowpitch games shall be seven innings or no new innings after 55 minutes of play. If a batter is in the box and time has expired, the batter completes his/her turn at bat.
- F. For men's, women's, and coed programs the following Run Rule will apply to ALL league play, except Senior Leagues: 15 runs after 45 minutes of play or 5 innings (whichever comes first). If the Home Team is ahead at 45 minutes of play, the game will declared over. If the Visiting Team is ahead at 45 minutes, the Home Team will have the opportunity to bat.
- G. There is NO Flip Flop Rule in the Coed, Men's or Women's Leagues.
- H. Run Rule - Awards a win to a team that is ahead in a game. See appropriate column above.
- I. The League Supervisor is the official timer for all games.
- J. Additional hitter(s) cannot be added after the game clock starts.
- K. HOME RUN RULE:
 - i. Upper Rec Leagues will play the "2-Up" homerun rule, Coed Upper Rec Leagues will play 2-up male and 2-up female.
 - ii. When time has expired or it is the bottom of the 7th inning, the home team cannot go 1-up. Home team can only hit a homerun to bring it even. It is up to the Manager to ask the League Supervisor (not the umpire) whether or not they have a homerun to hit or not.

- iii. The One-up Home Run Rule: Simply stated, one team may not have more than a “one” out of the park home run advantage over their opponent, i.e., if “Team A” hits a home run, they cannot hit another home run until “Team B” hits a home run. Once “Team B” hits a home run, both teams now have one home run and are even again. Now “Team A” or “Team B” may hit a home run. This is not an alternating rule. It simply means that a team may not at any time hit any more than “one more” home run than their opponent. (Hypothetical example: TEAM A, TEAM B, TEAM B, TEAM A, TEAM A, TEAM B, TEAM A, TEAM B, TEAM B, TEAM A.) Any home run exceeding the “one up” rule will be an out.
- L. MINIMUM PLAYER REQUIREMENTS
 - i. Teams may start a game with 8, 9, 10, 11, or 12 players; however, no more than (10) players may play defensively.
 - ii. If a team starts a game with 8 players, you will take two automatic outs at the first at bat only until the ninth or tenth players arrive. A team may not finish the game with less than (8) players. A team may not add the additional hitter (AH) once the game starts. Coed teams can start with 11 and take an automatic out until the 12th player arrives.
 - iii. If a men’s or women’s team starts a game with 11 players (10 players on defense and one additional hitter) the team may finish with no less than 9 players and take two automatic outs. The 11th player may enter the game defensively as an alternate at any time, as long as there are no more than 10 defensive players on the field simultaneously.
 - iv. If a team starts a game with 12 players (10 players on defense and two additional hitters) the team may finish with no less than 10 players and take two automatic outs. The 12th/11th player may enter the game defensively as an alternate at any time, if there are no more than 10 defensive players on the field simultaneously.
- M. RE-ENTRY RULE Men’s, Women’s and Coed re-entry is permitted. Any starting player may withdraw and re-enter once, provided each player occupies the same batting order whenever he/she is in the lineup. A substitute who is withdrawn may not re-enter.
- N. One courtesy runner per inning, per gender will be allowed in all leagues.
 - i. Courtesy Runner Rule: Any player listed on the lineup can be a courtesy runner once per inning. If the courtesy runner is on base when his/her turn at bat comes, an out will occur. COED LEAGUE: The courtesy runner must be of the same gender.
- O. PITCHING RULE: All Men’s, Women’s and Coed leagues can stand up to 5 feet behind the pitching rubber. The pitch/ball must be released within five seconds after it is presented and shall not be delivered less than FIVE (5’) feet and no more than TEN (10’) feet from the ground.
- P. All leagues use a scoring line. The scoring line shall begin one foot from batter’s box and extend eight feet. The scoring line shall be situated on the imaginary extension of the first base line. The base runners must touch or cross the scoring line with the runner’s foot touching the ground when scoring. If the runner touches home plate or goes in the batter’s box, the runner is automatically out (the play will still be counted as a home run even if hitter gets out for stepping on wrong plate). The defensive team must always touch the home plate for the out. If there is an attempt by defensive team to tag the runner, the runner is automatically safe.
- Q. Commitment line: Once a runner is past the commitment line, the runner must commit to going home. Exception is on a fly ball; runner must return and tag up and then have the option to go home.
- R. A batting mat will be used for balls and strikes. If a legally pitched ball hits any part of the mat, the ball is a strike. To be considered a legal pitch, a ball must be at least 5 feet from the ground and must not travel more than 10 feet in height from the ground during delivery.
- S. If a ball is hit by the batter and rests on the mat, it will be declared a FOUL BALL by the Umpire.

XI. COED RULE EXCEPTIONS

A. NUMBER OF TEAM PLAYERS:

- i. Coed has 5 men and 5 women. You can use (2) additional hitters to make your offense 6 men and 6 women. Only 10 players may play defense in the field.
- ii. Minimum player requirements for Coed
 1. Teams may have one of three combinations of men or women to equal the minimum amount of 8 players. Teams cannot exceed more than 5 men or 5 women of one gender to make 8 of the players. (Acceptable examples: 3 women and 5 men, or 4 men 4 women, 3 men and 5 women)
- iii. Penalties for less than 10 players at the start of the game:
 1. Only two missing players are allowed per game. If more than two players are missing, the game will be a forfeit.
 2. If a team starts the game with 8 players, the team will take an automatic out the first-time missing players are up to bat only.
 3. If a team starts with 10 players, they may finish with 9, the team will take an automatic out the first-time missing players are up to bat only, and the team must finish the game with no less than 8 players. *When a player is ejected, the auto-out is in effect for the full game.
 4. If a team opts to use an additional hitter and starts the game with 11 players, the team must take an automatic out each time the twelfth player is up to bat. The team must finish the game with no less than 10 players (5 male/5 female).
 5. If a team opts to use the Additional Hitter and start with 12 players, the additional hitter may substitute for any player (of the same sex) at any time to play defense. Additional hitter must bat in the original batting order.

B. Batting order must alternate between genders. Lead-off hitter can be either female or male.

C. Substitutes must replace a member of their own sex.

D. When starting with ten players, the outfield will consist of two males and two females. The infield will include two men and two women. There is no preference to infield positions. The pitcher can either be male or female; the catcher must be the opposite sex.

E. OUTFIELDERS ARE OUTFIELDERS! They MUST play 25 feet from the infield (Dirt) and may not move in until the ball is HIT.

- i. PENALTY: A single and runners advance when forced. Batter has the option to decline penalty.

F. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base. The next female batter will no longer have the option to walk, she will bat.

G. Male batter is only awarded 1st base if no female is behind in batting order.

H. Coed teams will play using an approved 12-inch ball. 11-inch balls will no longer be used and not permitted for play.

XII. SENIOR RULE EXCEPTIONS

A. The age division for the senior leagues will be 40+, 45+, 50+, 55+, 60+, 65+, 70+, and 74+. To be eligible for a certain age division, the player must reach the defined age sometime during that calendar year.

- i. EX: A player wishing to play in 50+ in the year 2024 must turn 50 on or before December 31st, 2024.

B. Players may play down divisions; however, no player may play up divisions. Players are not allowed to play for more than one team in the same league. League Supervisors may request IDs

for players to confirm both age and name. If player can't provide ID, that player is ineligible to play.

- i. PENALTY: If players play up a division that game will be a forfeit.
- C. 65+, 70+, and 75+ may play 11 defensive players when playing teams of the same age. 65+ MAY NOT use 11 defensive players when playing a 60+ team. There is a 5 run differential per age group. If a team chooses to play down an age group, they can opt NOT to take the extra player and/or run spot. This choice must be made BEFORE the game begins and cannot change throughout.
- D. All Teams may bat as many players as they want. If a player is injured or leaves and there are no substitutes, that spot will be recorded as an out each time that position comes to bat.
- E. Courtesy runners may be used. They may enter the game at any dead ball, not during live play. The same courtesy runner is not allowed to run more than once during the same inning. If the courtesy runner is on base when he should be batting, he is out.
- F. A commitment line will be drawn halfway from third base line. This is the point of no return. If you cross it, then you must continue to run home or be called out except on a fly ball.
- G. The scoring line shall be situated on the imaginary extension of the first base line. The offensive team must always cross the scoring line when scoring. The defensive team must always touch home plate mat for the out. If there is an attempt by defensive team to tag the runner, the runner is automatically safe.
- H. A batting mat will be used for balls and strikes. If a legally pitched ball hits any part of the mat, the ball is a strike. To be considered a legal pitch, a ball must be at least 6 feet from the ground and must not travel more than 12 feet in height from the ground during delivery.
- I. Each team may score only 5 runs per inning. After the offensive team scores 5 they must go to defense. When 45 minutes of playing time has expired, teams will complete the current inning and go one more inning. In the final inning there will be no restriction on runs scored
- J. If the game ends in a tie after time has expired (55 min) or 7 innings of play, the international tie breaker rule will be in effect. (i.e., the last batter in the prior inning will be placed on 2nd base to start the inning)
- K. Homeruns are "2-Up." Anything after is a single. (40+ & 50+ Remain Open)
- L. Courtesy Foul Ball Rule: Batters will begin with a one (1) ball and one (1) strike count. One (1) courtesy foul shall be awarded after the second strike.
- M. Senior bats will be marked as a senior bat and do not require a specific association logo. **40+ and 45+ CAN NOT USE SENIOR BATS, regardless of age.**
- N. Senior Leagues will use the 15 after 5 inning Run Rule and/or Flip Flop Rule. The Flip Flop Rule will be in effect with at least a 5-run lead for senior leagues at the start of the open inning. It will be defined as follows: At the start of the open inning if the home team is losing by 5 or more runs, the home team will remain at bat and become the visiting team. If the new visiting team does not score enough runs to tie or go ahead of the new home team, the game is over. If the new visiting team scores enough runs to tie or go ahead then the new home team will bat.
- O. All Pitchers in Senior Leagues are REQUIRED to wear protective headgear while pitching. Headgear MUST include a facemask. These can be checked out from the League Supervisor.

XIII. UNSPORTSMANLIKE CONDUCT

- A. The Salt Lake County Sports Staff has the authority to disqualify, suspend or remove any manager, coach, player, spectator, or team that behaves in an unsportsmanlike manner before, during or after a game. All participants and spectators are subject to the Division's Policy on Patron Conduct in addition to the activity-specific rules listed in this book. You may request a copy of the Policy on Patron Conduct by inquiring with the site supervisor or League Supervisor.
- B. **These rules of conduct will be strictly enforced. It is the manager's responsibility to ensure all players know and adhere to these rules.** The following are included in defining unsportsmanlike conduct:
 - i. Verbal Abuse: No player, manager, team or spectator shall verbally abuse, taunt, provoke or disrespectfully address an umpire, League Supervisor, director, county official, other players or spectator before, during or after the game.
 - ii. Ethnic and Sexual Innuendos: Ethnic and sexual innuendos will not be tolerated by Salt Lake County and the guilty person(s) will be ejected and serve an additional 2 game suspension. Ejected player is not eligible for individual awards.
 - iii. "F--- Word" RULE: Any player, coach or bench personnel that says the four letter "F-word" before, during, or after the games and loud enough for the umpire and/or League Supervisor to hear, is subject to penalty.
- C. PENALTIES:
 - i. First offense: The offending participant or spectator will be ejected from the current game and facility as well as the next league game. Player is not eligible for individual awards.
 - ii. Second offense: The offending participant or spectator will be suspended from all Salt Lake County Recreation programs for one year from the time of infraction. Player is not eligible for individual awards.
 - iii. If an ejected spectator refuses to leave the facility, the team they are affiliated with will forfeit the game. Remember – the conduct of spectators is the responsibility of the team they are supporting.
- D. Ejections: A player or manager ejected will be automatically suspended from the next game played by that team. An ejection during the last game of the season will result in a two game suspension which will be enforced in the next SLCO softball league in which they play. If a player or manager is ejected from a game, they will be ejected from the facility.
 - i. A player removed from the game must leave the facility immediately (OUT OF SIGHT, OUT OF SOUND). This includes the parking area of the facility. Failure to do so will carry a penalty of suspension for the remainder of the season and forfeiture of the game.
- E. No player, manager or spectator shall at any time lay a hand upon, shove, strike or threaten an official or League Supervisor. Officials and League Supervisors are required to suspend the player immediately for the remainder of the season and report said player to the program manager. Said player shall remain suspended until his/her case has been considered.
- F. NO FIGHTING POLICY: Salt Lake County Sports strictly prohibits fighting before, during or after a game. The definition of a fight includes, but is not limited to, punching, slapping or swinging a fist or open-palmed hand at another. A punch does not have to land to be considered a fight. The definition may, at the program manager's discretion, also include kicking, shoving, throwing an object at another or any other violent act. Any fight that occurs out of the immediate vicinity of the ballpark (parking lot or street) and is witnessed by county employees or representative shall carry the same consequences as if it had occurred on county premises.
- G. Threatening: No player, manager, or team shall threaten another player, official, League Supervisor or spectator before, during or after a game.

- H. NO PLAYER shall refuse to abide by an official's decision. Should they do so, officials are required to suspend player immediately from further play and report said player to the League Director. Such a player shall remain suspended until his/her case has been considered. Officials consist of umpires and League Supervisors.
 - i. MINIMUM PENALTY for E, F, G, and H: Suspension from County Adult Sports programs for one year from date of infraction.
 - ii. MAXIMUM PENALTY for E, F, G, and H: Lifetime suspension from County Adult Sports programs.
- I. Only the person designated prior to the game may hold a discussion with the official. Any other player that argues or questions the umpire/League Supervisor is subject to:
 - i. MINIMUM PENALTY: Warning by an official.
 - ii. MAXIMUM PENALTY: Ejection from the game.
- J. Alcohol and tobacco/vaping is not permitted in any Salt Lake County Park.
 - i. PENALTY: If an infraction is reported, a warning will be issued by game personnel for the first known offense and an ejection to the person(s) will be issued for the second offense. Alcohol consumption and possession are subject to sanctions imposed by the local law enforcement jurisdictions.
- K. Any player placed on probation for the remainder of the season and reported again for violating any "Unsportsmanlike Conduct" rule will be given the maximum penalty of suspension for the remainder of the season, for all league(s) they play in. His/her case will be reviewed by the Salt Lake County before being eligible for the following season.
- L. Once a player has been suspended from play for one year, a second year-long suspension MAY result in a lifetime ban from Salt Lake County adult softball programs.
- M. Participants may be held responsible for damages caused by negligence or intentional acts.
- N. Teams are responsible for the conduct of their spectators. If the team's manager, after being warned by the official, League Supervisor or director, cannot control abusive treatment or vulgar language, the game shall be declared a forfeit and awarded to the opposing team.
- O. Lack of awareness of the rules will not be considered a legitimate defense to overturn any suspension or ban. All players are presumed to have notice of this rule.
- P. Music being played by a team or a team's spectators must not have explicit language and/or explicit content and must be kept at a reasonable volume as agreed upon by the umpire and League Supervisor. At any point the umpire and/or League Supervisor has the right to ask either or both teams to turn off their music if deemed inappropriate or unreasonable.

XIV. INCIDENT REPORTS

- A. Incident reports must be submitted by both managers, the umpire and League Supervisor within 24 hours of the time of any of the following incidents:
 - i. Fighting
 - ii. Unsportsmanlike Conduct
 - iii. Verbal Abuse
 - iv. Ejections
- B. Submit incident reports to Salt Lake County Sports Office or the Center where you participate. The incident reports can be submitted in person at the Salt Lake County Sports Office (5201 S. Murray Park Lane) or via e-mail (tkisselburg@slco.org).
- C. Players are entitled to submit incident reports with regards to any incident. Forms are available from the League Supervisor.

XV. PROTESTS

- A. Protests to be considered include matters of the following types:
 - i. An illegal roster player.
 - ii. Misinterpretations by umpires of a playing rule.
 - iii. Failure of an umpire to apply the correct rule to a non-judgment situation.
 - iv. Failure to impose the correct penalty for a given violation.
- B. The notification of intent to protest must be made immediately BEFORE the next pitch. A protest is not considered valid if play continues with no notice to the League Supervisor of intent to protest.
 - i. The manager or acting manager of the protesting team shall immediately notify the plate umpire and League Supervisor that the game is being continued under protest. Any protest made after the conclusion of the game is not a valid protest.
 - ii. The League Supervisor is required to notify the opposing team of the protest.
- C. Protest must be filed in writing to the Salt Lake County Sports Office by 5:00 p.m. the following workday with a \$50.00 protest fee. Any protest after the game will not be allowed.
 - i. If a protest is upheld, the protest fee will be returned. If the protest is overruled, the fee is nonrefundable. Protest forms are available from the League Supervisor.
 - ii. Submit protests to the appropriate location listed below:
 - 1. Salt Lake County Sports Office 5201 South Murray Park Lane (160 East) Murray, Utah 84107
- D. A formal protest must contain the following information:
 - i. The date, time, and location/field of the game.
 - ii. The rule and section of the official rules or local rules under which the protest is being made.
 - iii. Explanation of all essential facts involved in the matter being protested.

XVI. WEATHER CONDITIONS

- A. If a game in progress is called because of inclement weather or darkness, the game shall be called a completed game if three and half complete innings have been played; otherwise, the game will be suspended. When a suspended game is resumed, it must be resumed under the conditions that prevailed PRIOR to the interruption that caused the suspended game.
- B. If there is inclement weather during the day, you should check the quickscores softball page @ quickscores.com/sportsoffice. This page will be updated between 4:00-5:00pm. After 5:00 decisions will be made at the field.
 - i. Once league games have started, the umpire/League Supervisor will determine the condition of the field.
- C. League Supervisor will notify managers as to reschedule games.
 - i. Rainouts will be rescheduled on the earliest date available.
 - ii. If participants are playing on multiple teams or in multiple leagues, Salt Lake County will attempt to accommodate conflicts whenever possible.

XVII. MAKEUP GAMES

- A. Rainout games will be updated on the quickscores softball page @ quickscores.com/sportsoffice. If you do not show up for a rescheduled game, it will be considered a forfeit. Makeup games may be played on Friday nights or Saturdays.

XIII. INSURANCE

- A. MANAGERS, PLAYERS OR SPECTATORS participating in activities sponsored by the Salt Lake County Parks & Recreation Division ARE NOT COVERED IN ANY WAY FOR PERSONAL INJURY OR PROPERTY DAMAGE THAT MAY OCCUR DUE TO THEIR PARTICIPATION.
- B. This means that players are competing in softball leagues at their own risk and are advised to obtain their own insurance as their personal needs may require.
- C. Team insurance information is available. For slowpitch team insurance contact Scott Moyes with Umpires of Utah.
- D. The filling out and signing of a Salt Lake County Public Liability Accident form is standard procedure at all county-operated facilities and does not in any way indicate assumed liability by the county. THIS IS ONLY TO VERIFY THAT AN ACCIDENT HAS OCCURRED.

XIX. LEAGUE STANDINGS

- A. Up-to-date standings will be available at quickscores.com/sportsoffice Most stats will be available online, but some stats are provided in person by your League Supervisor.

XX. LEAGUE WINNERS

- A. League winners will be the team winning the season ending tournament.
- B. Seeding for the season ending tournament will be determined by regular season standings. If there is a tie for seeding head-to-head games will be the first tiebreaker. If a team has any forfeit games in leagues where a tie exists, the team with the forfeit will take the lower seed. Run differential will be used if necessary to resolve ties in the standings.

An example of using Run Differential for 3 teams:

SCORES			DIFFERENTIAL	
Team A 12	vs	Team B 4	A+8	B-8
Team A 10	vs	Team C 11	A-1	C+1
Team B 13	vs	Team C 12	B+1	C-1
Team A 12	vs	Team B 14	A-2	B+2
Team A 12	vs	Team C 7	A+5	C-5
Team B 19	vs	Team C 10	B+9	C-9

Run differential A+10 B+4 C-14

1st seed = Team A

2nd seed = Team B

3rd seed = Team C

XXI. AWARDS

- A. 1st and 2nd place team prizes will be given out.
- B. A leading hitter award will be given in each league. (Male/Female will each be given in COED)
- C. Leading hitter requirements: Minimum of 17 plate appearances in regular season.

STANDARD PLAYING FIELD DIMENSIONS

