

## EXCELSIOR SPRINGS PARKS AND RECREATION DEPARTMENT 2020 FALL COED SLOW PITCH SOFTBALL RULES

- Bases: 65'
  - Ball: 12" Optic Yellow softball
  - Classic M (COR: 40 or less, 325 Compression) or
  - Classic Plus (COR: 52 or less, 225-375 Comp)
  - Pitching Rubber: 50'
  - Time Limit: 7 innings or 1 hour
1. Rules not covered by the Excelsior Springs Parks and Recreation Department rules are governed by the USSSA Rule Book.
  2. Players must sign the roster/liability waiver prior to playing. Roster/Liability waivers can be turned in prior to their game or first day of games.
    - a. Any further changes to be made will be made because of work change, injury or move.
    - b. There will be a three-week grace period to finalize your rosters.
    - c. Players can only play on one team per league.
    - d. A player MUST play a minimum of 3 games before they are allowed to participate in the playoff tournament.
  3. Home team will supply a new 12" Optic Yellow game ball and the visitors will supply a good used 12" ball. Both teams will hit the same 12" ball during the game. No illegal balls. Home team will be listed on the schedule.
  4. Games will be 7 innings or one (1) hour in length, whichever comes first. Games will start on time. Game time is forfeit time.
  5. Must be 18 years old to play.
  6. Free substitution in the field. Any bleeding will have to be stopped and the wound covered before that player can reenter the game. Team can substitute for that player but he can reenter the game.
  7. Teams must have at least eight (8) players to start a game. Maximum of ten (10) players on the field at all times. There must be 6 males and 4 females on the field. However, a team is allowed to play 5 males and 5 females if they choose.
  8. Males and females will alternate in the batting order. If you have extra players, everyone can bat.
    - a. **BUT** if you have extra males and they bat back to back then one out will be called. It will be allowed for two females to bat back to back.
  9. 10 run rule after 5 innings, 15 run rule after 3 innings.
  10. Batters start with 1-1 count

### **Tiebreaker:**

11. After the completion of 7 innings or when the time limit has expired, and the score is still tied, the tiebreaker procedure will begin. The player, who had the last completed at bat in the last inning, assumes a position on 2<sup>nd</sup> base.
12. Scoresheets will be provided. Home team will supply a scorekeeper and keep official scoresheet.
13. Metal spikes are not allowed.
14. Only one coach will be designated to talk to the umpire. No protests.
15. Walk rule – if a male is walked, regardless of intentional or not, the female following him has the option to walk or bat. The female has to cross home plate before going to first.
16. Teams are responsible for replacement balls after homeruns.

### **Home Run Rules**

1. Teams can hit 4 home runs. After that they must wait until the other team hits 4 home runs.
2. From then on they will play One-Up Homerun Rule. Any home runs that do not follow this rule will result in an out. In the bottom of the 7<sup>th</sup> inning and the score is tied, then the home team can get another home run. Home Run hitters must touch 1<sup>st</sup> base prior to going to the dugout. All other runners must touch the base in front of them.
3. Outfielders must stay in the grass until batter makes contact with the ball. If the umpire determines that an outfielder was on the dirt before contact was made, the batter has the option to take whatever they hit (single, double, etc), if an out was made.
4. The pitched ball shall not rise higher than **10 feet** above the ground.

### **NO UNSPORTSMANLIKE CONDUCT:**

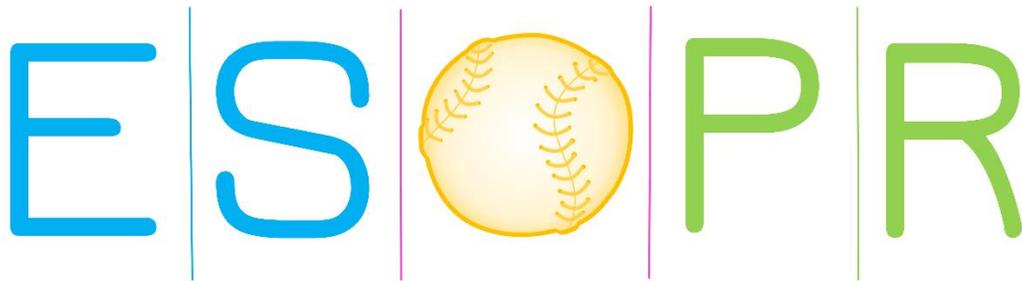
1. No foul language.
2. NO DRUGS, TOBACCO, OR ALCOHOLIC BEVERAGES ARE ALLOWED IN THE PARKS OR ON SCHOOL PROPERTY.
3. Any alcohol spotted in the dugout, field, or stands (by anyone) will be removed and that player/team will receive a warning. A 2nd warning will result in the forfeiture of the game and/or removal of the player and/or team. This decision is based on the supervisor and/or umpire's discretion.
4. ANY FIGHTING WILL MEAN DISMISSAL FROM PARTICIPATION FOR ONE YEAR OF ALL ACTIVITIES, NO APPEALS.
5. If unsportsmanlike conduct persists by a team or an individual, the team or individual will be kicked out and league fees forfeited.
6. If ejected individual or team fails to leave the premises, including the parking lot,
  - a. within one minute from time of ejection, their team will forfeit the game. Any player ejected will
  - b. not be allowed to participate in the next scheduled, played game. If the situation occurs during
    - a. the final league game, the player(s) in question will be subject to suspension in the following

- b. year's softball program. Coaches and spectators are also subject to the same type of ejection rule.
  - c. No appeals.
7. Participant is defined as player, coach, and those on the playing field associated with the respective team.

**Rainouts or other postponements:**

- 1. The recreation supervisor will email the team manager of each team in the case of a rainout.
- 2. Rainouts will be made up on the earliest date possible and may be rescheduled for a different day of the week.

If you have any questions rules or the league, please contact the recreation coordinator, Kendra Beaver at 816-630-1040.



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