ADULT SOFTBALL RULES AND REGULATIONS

Saint Paul Parks and Recreation Department-Municipal Athletics

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www.stpaul.gov/athletics
League Standings http://www.leaguelineup.com/saintpaulsoftball

The City of Saint Paul Softball Leagues will be governed by Official USSSA, with the following additions and/or exceptions:

1. **PLAYERS:**
   a. All players must be listed on a roster which should be submitted to the Park and Recreation Office before the first league game. Players must be age 18 or older as of April 1 of the current year.

   b. Players may not play on more than one team in the same league. A player can play on only one team during playoffs and post season play.

   c. The City of Saint Paul is not liable for injuries. Teams are strongly encouraged to carry their own team insurance.

2. **TIME LIMIT:**
   55 Minute Time Limit. No new inning will start 55 minutes after the game has begun. If a game is tied at that point, it will end in a tie.

   For teams playing the same team back-to-back: Both games will have a 60 minute time limit. If a game is tied at that point, it will end in a tie. If the first game is completed before the time limit, teams may begin playing the second game before or at their next scheduled game time. Teams and the umpire must be in agreement on starting the game before or at the scheduled time of the second game.

3. **FORFEIT POLICY:**
   a. All leagues must start a game with at least nine [9] eligible players. In Co Rec leagues, teams must have 5 women and 4 men to start the game. Teams may finish with nine players. Late players may be added to the bottom of the line up.

   b. For all leagues, the game will be forfeited ten [10] minutes after the scheduled starting time, if a team does not have the minimum number of players. The game time will be reduced by the number of minutes it started late.

4. **UNLIMITED BATTING/COURTESY RUNNERS RULE:**
   All leagues are allowed to use the following unlimited batting rules:

   a. Unlimited batting rule allows teams to bat more than 10 players. When the unlimited batting rule is used in Co-Rec play, an even number of males and females must bat. Unlimited batting is optional, but if used, it must be made known to the umpire and opponents prior to the start of the game. If not used, teams must abide by the USSSA substitution rules.

b. Players must remain in the same position in the batting order for the entire game. Late players can be added to the end of the line-up.

c. If unlimited batting is used, they all must bat and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same. Players must be in the batting order to play a defensive position.

d. Players may be substituted for at any time, either by a pinch runner or pinch-hitter. The substitute must be a player who has not yet been in the game. The starting player who is substituted for can re-enter the game once.

e. If both managers agree during ground rules, courtesy runners may be allowed. If no agreement is reached, USSSA rules will apply.

5. **NO DIG RULE:**
Under no circumstance may a batter dig with any part of his/her body or other objects, move or disrupt any solid material within the confines of the batters box [loose material may be moved, but creating new loose material from packed ag-lime is a violation]. Penalty: There will be a team warning given on the first violation. Any further violations will result in an out for each occurrence.

6. **RUN RULE:**
Run Rule: Any team having an advantage of 10 runs or more after 4 ½ or 5 innings of play will automatically terminate the game.

FLIP / FLOP RULE: If the visiting team is leading by 10 or more runs after the 4th inning, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If the new home team subsequently scores enough runs to exceed the run rule the game will be over. If the situation reverses, the teams would flip/flop again.

7. **BALLS & STRIKES:**
Three [3] balls and two [2] strikes will represent a walk and strike-out, respectively, in all leagues (with a courtesy foul).

8. **HOME RUN RULE:**
There is a three home run limit at Rice and Arlington fields for Slow Pitch, Fast Pitch leagues at Dunning fields and a one home run limit at Dunning fields for Slow Pitch. Any home run in excess of the maximum will result in an out.

A homerun is an untouched fair ball hit over the fence. A fly ball that is touched by a defensive player and goes over the fence in fair territory is a 4-base hit, but does not count as a homerun. Homeruns hit after a team's limit are outs.

9. **INCLEMENT WEATHER:**
WEATHER HOT LINE IS 651-558-2118.
On questionable weather days you can call the weather line AFTER 4PM (3PM on Sundays). If there is not a cancellation message on the weather line you must show up at the field and the umpire will determine if the fields are playable. There will be one week reserved for the rescheduling of games. Tuesday Oct. 2nd, Wednesday Oct. 3rd, Thursday Oct. 4th, Friday Oct. 12th, Sunday Oct. 16^{4h} and Monday Oct. 8th.

10. **NO UMPIRE:**
If an umpire does not show up, teams should find a volunteer. If both managers agree to an umpire replacement, the game will count as an official game. The winning manager should call 651-558-2255 the following morning and let us know the score, the substitute's address, phone number and social security number, so we can pay them.

11. **HOME TEAM:**
    a. Home team is listed second for the regular season schedule.

12. **TIE-BREAKER POLICY:**
    The following procedure will be used to determine league championships:
    a. Total points – 2 points for a win, 1 point for a tie and 0 points for a loss.
    b. The team with the most wins.
    c. Head to head games.
    d. If the tie is not broken by the first three procedures, co-champions will be declared.

13. **WARM-UP:**
    a. There will be no infield/outfield practice between games. Teams should be ready to play 15 minutes prior to game time.

    b. Pitching warm up is 3 pitches to start the game and 1 pitch between innings.

14. **FIELD REGULATIONS:**
    Smoking is not permitted on the playing field or in the bench area. Alcoholic beverages are not allowed on the field or in or near the bench area. Umpires are empowered to remove players from the game if they are consuming alcoholic beverages in, near, or adjacent to designated team areas. Alcoholic beverages are not allowed at any Recreation Centers.

15. **RECLASSIFICATION:**
    Teams that participate in a MRPA/USSSA State Tournament and win two-thirds of their games (.666 winning percentage) will be moved up a classification the following year. Saint Paul Parks and Recreation reserves the right to reclassify individuals and/or teams at any point throughout the season/post season.

16. **FIELD SPECIFICATIONS:**
    a. The pitching distance is 50 ft.

    b. The base distance is 70 ft.

17. **EQUIPMENT:**
    a. Illegal Bats: Visit www.USSSA.com for a list of **legal** bats. The Penalty if caught using an illegal bat- player will be suspended for three games and offending team will immediately forfeit the game. Dented bats, which are also illegal, will be removed from the game (no forfeit or suspension). If the batter has stepped into the batter's box with a dented bat he/she will be ruled out.

    b. The official softball used will be an USSSA optic yellow, COR .40 12" Men, COR .44 11" for Women, Co-Rec women hit 11" while men hit 12". The umpire will provide one new ball and one used ball for each game. Co-Rec teams need to provide one 11" and one 12" softball.

18. **UNIFORMS:**
    Uniforms are not required in fall league. Please note there may be uniform requirements for tournaments.

19. **PITCHING:**
    a. The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to six feet behind the pitcher's plate.

    b. 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 cannot rise higher than 10 feet above the ground.

c. The umpires will not be calling illegal pitches. It is the batters choice whether or not to hit the ball. If the ball does not meet the above requirements and the batter does not swing, the pitch will be ruled a ball.

20. **CO REC SPECIFIC RULES:**

a. Switching of Positions:
No switching of positions during an inning, except pitchers, injured players or those changes made with the consent of the opposing manager.

b. Batting Order:
Men and Women must alternate in the batting order. If the team has to begin with 9 players, a woman must start the batting order.

c. Walk Option:
If a man receives a walk, he will be awarded first and second base. In addition, his manager has the option of having the next woman batter automatically awarded a base on balls. She is not required to take a position in the batter's box but may be sent directly to first base.

c. Defensive Positions:
Teams may use all combinations of males or females in the outfield or infield.

d. **There will be a three home run limit at the Dunning Complex for females only. Males will not be allowed to hit any home runs at the Dunning Complex.** Any home run in excess of the maximum will result in an out.

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21. **FAST PITCH SPECIFIC RULES:**

a. Teams may start and/or finish with 8 players. The empty spot in the line-up will be an out. If a team drops to 8 because of ejection, the game IS A FORFEIT.

b. Pitching Warm Up: 5 to start the game, 3 between innings.

c. One hour and forty five minute time limit: No new inning may start after one hour and forty five minutes. Ties stand as ties. If the time limit is not up after 7 innings and the score is tied we will use the International Tie Breaker (last completed batter from previous inning starts on 2B).

d. 8 Run Rule: This rule will apply after the losing team has completed at least 5 times at bat and is behind 8 or more runs.

e. Game Balls: The umpire will provide one new ball and one used ball for each game. The official ball used will be the Dudley Thunder Heat COR .47, optic yellow with red stitching.

Each team is responsible for the conduct of its players, coaches and spectators. Any team violating the conduct policy is subject to suspension.