ADULT SOFTBALL LEAGUE RULES

I. League Authority

a. The operation of the league will be fully governed by the policies and regulations set forth by the Garden City Parks and Recreation.
b. The GCPR will not be responsible for any injuries or accidents incurred by players or spectators.
c. Under no circumstances will the GCPR re-schedule a game for a different day, field, or time unless games are called because of adverse weather condition or unplayable ground. Rain-out games will not be called off until 4:00 pm the day of the game. To find out about your game status you go to our Facebook page (Garden City Parks and Recreation). Managers are responsible for calling their players.
d. Game Forfeits must be called in to the Parks and Recreation office by 4pm the day of a game. If a team calls in before said time to announce they will not be able to play that evening, there will be no forfeit fee charged to said team.
    i. Forfeit Fee for games that are not called into Recreation office before 4:00 pm on day of the game will be set at $30 per team. (Professional Courtesy) Team bill must be paid prior to next scheduled game, or it will be a forfeit.

II. Team Rosters

a. All players must sign a roster and waiver of liability prior to participating in a GCPR Adult Softball League.
b. Participants cannot be on two rosters for the same league.
c. Teams can add players to their roster up to the final regular season game. Participants must play in one regular season game to be eligible to participate in the tournament.
d. All players must be 16 years of age and be able to produce a valid picture I.D for within 5 minutes of a roster challenge.
e. At no time shall a team roster consist of more than 20 players unless approval has been granted by Athletic Supervisor.

III. Game Regulations

a. The current U.S.S.S.A. Rule Book will be used with the following modifications.
b. All Bats Must have the current USSSA Thumb Print on the bat to be used in League Play.
c. Teams will be allowed a five-minute grace period upon the regular scheduled game time before the game will be considered a forfeit; however, the game clock will begin at the scheduled game time.
d. Game will be considered a complete game and no new inning may start:
    i. At the completion of 7 innings or 6 ½ innings with the home team ahead
    ii. The completion of 55 minutes
        1. After 55 minutes of time elapses teams will complete the inning that they are in unless the home team is ahead at the completion of the top half inning.
    iii. The run rule will be 15 runs after 3 innings (2 ½ if home team is ahead) or 10 runs after 5 innings (4 ½ innings if the home team is ahead).
e. **A half run will be granted to the visiting team before each game. If the teams are tied at the completion of 55 – minute time limit or 7 complete innings, then the visiting team will be declared the winning.**
f. **League Tournament – No Half Point Rule**
g. In the event of adverse weather, a game will be counted as a complete game in 3 1/2 innings if the home team is ahead or you have completed 4 innings. Games prior to this will start a new game.
h. Teams must have at least 8 players to start and finish a game.
    i. Teams may finish the game with fewer players than they started with due to an injury as long as they have a minimum of 8 players remaining in the batting order. No outs will be recorded for players that have left the game due to injury.
    ii. If a team has 7 players, they can pick up 2 additional players. Those players picked up must occupy the positions of Right Field and Catcher. If the team that picked up players has another person show up, then they must have that person sub in for one of the picked up players and that player is no longer allowed to participate in said game. If the team that picked up players has 2 players show up late, they are both subbed in to those spots occupied by picked up players and both picked up players are not allowed to play in game.

i. Players may re-enter the lineup two times, however they must re-enter in their original spot in the batting order.
j. A double first base will be used in all GCPR adult softball games. When a play is being made at first base the defensive player must use the white portion of the base and the batter runner must use the orange portion of the base. If either player does not use the correct portion of the bag, the batter runner will be deemed out or safe accordingly.
k. There will be no courtesy runners.
l. Bases will be 65 feet and pitching distance 50 feet.
m. A pitched ball must arch at least three feet, after leaving the pitcher's hand and before it passes any part of home plate. A pitched ball must not rise higher than ten feet above the ground. Pitchers must start with at least one foot inside the pitching box.
n. All batters will start with a one-ball, one-strike count upon entering the batter's box. The batter will be declared out after two strikes. There are no courtesy fouls.

IV. **Player Ejection and Team Forfeiture**

a. Any player who is ejected from the game, for unsportsmanlike conduct, will be required to pay a $15 fee in order to participate in their next scheduled game. Fee MUST BE paid to lift suspension of participation in any GCPR activity. ***(see E and F below for repeated offenses)***
b. Any team having 2 or more players ejected from a game will result in a forfeit of that game.
c. Player or team action not covered by the above rules will be covered by the Garden City Parks and Recreation "Code of Conduct" and will be enforced by the league/field supervisor.
d. If a player is ejected for unsportsmanlike conduct, they must be replaced by a legal substitute or an out will be call for the vacant spot(s) in the lineup. If a team cannot replace the player with a legal substitute and does not have a minimum of eight players, then that team will forfeit that game.
e. Any player who is ejected from 2 league games, for unsportsmanlike conduct, will sit an automatic 3 game suspension.
f. Any player who is ejected from 3 league games, for unsportsmanlike conduct, will be banned from the remainder of the season and must apply for reinstatement to the league the following year.

V. **Team Uniform and Player Eligibility**

a. All teams are strongly recommended to have like colored and numbered jerseys/shirts.
b. **No steal cleats** will be allowed. Shoes are to be molded soles only; detachable cleats or shoes made of hard plastic or polyurethane are not allowed.
c. **Blood Rule**. A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If said injured person cannot cover up the injury within 5 minutes, that person will be removed from the game.

VI. **Additional Player (AP)**

a. A team may insert unlimited APs into their batting order.
b. The batting order must remain constant; however, any 10 of those batters may take a defensive position.
c. All batters must be present and on the lineup at the start of the game. If you have a lineup of less than ten (10) players at game time, you may add additional players upon their arrival up to ten (10), into the game at the bottom of the line-up. Once ten (10) players are reached, all additional players must be used as **substitutes only**. Do not list players on your line-up that are not present.

VII. **Home Run Guidelines**

a. A home run is defined as a batted ball that exits the field of play over the outfield fence while over fair territory.
b. Teams will be allowed 5 home runs, once both teams have hit five home runs, we will then use the 1 up rule. Balls hit over the fence that are not allowed to be a home run will be foul balls.
c. Players do not have to round the bases to complete the homerun.

VIII. **Zero Tolerance Rule**

a. There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game to suspension from future games and possible forfeiture of the game.

IX. **Alcohol**

a. **Alcohol is prohibited in all parks in the town of Garden City**. No player, manager, or team representative can drink alcoholic beverages or have an open container (container with alcohol) on town or city property. Local law enforcement agencies will continue to enforce this policy by issuing citations to participants who violate this policy.

b. All GCPR fields are tobacco and alcohol-free zones. Tobacco will not be allowed on the field or in the dugouts.

X. **Protests**

a. Protests shall be received and considered on matters of**:** Misinterpretation of a playing rule, failure to apply correct rule to a given situation, failure to impose correct penalty for a given situation. **Judgment calls cannot be protested.**

XI. **Player Eligibility Protests (Tournaments Only)**

a. Protests on player eligibility must be made prior to the contested player's completion of their first at bat prior to the next legal or illegal pitch. If a protest has not been made prior to the completion of the next legal or illegal pitch, that player is deemed eligible for the remainder of the game.
b. At the time of protest, a fee of $25 per player protested must be paid to the field supervisor. Players in question found not on the roster will result in a forfeit of the offending team.
c. Players will have 5 minutes to provide a valid photo id or they will be ruled ineligible for the remainder of the game. The game will continue without the player in question and the team with the player in question will have 24 hours to show proof to GCPR league officials that this player was indeed on the roster. If a team fails to provide proof within 24 hours, the game will be ruled a forfeit.
d. If the protest is valid, the protest fee of $25 will be return. If not valid, the fee will be retained for operating expenses.

Adult Coed Rules

All the above rules apply with the following additions:

1. Teams will start and finish a game with a minimum of 8 players: 4 female and 4 male. Teams can play with 9 players in their batting order and on the field. It can be 4 men and 5 women or 5 men and 4 women. There are no restrictions to which position they play on the field.

2. Coed Defensive Positions: There is no restriction on positions played in the field; however, you are only allowed to have one additional player of the opposite gender in the field when playing with less than 10 players in the line-up. For example, you can have 4 males and 5 females or vice versa. It is not allowed to have 6 males and 4, however if the opposing team agrees a team can play 6 females and 4 males.

3. The batting order shall alternate the sexes. Every player will be allowed to bat. Teams will turn in two lineups to the scorekeeper, one for women and one for men.

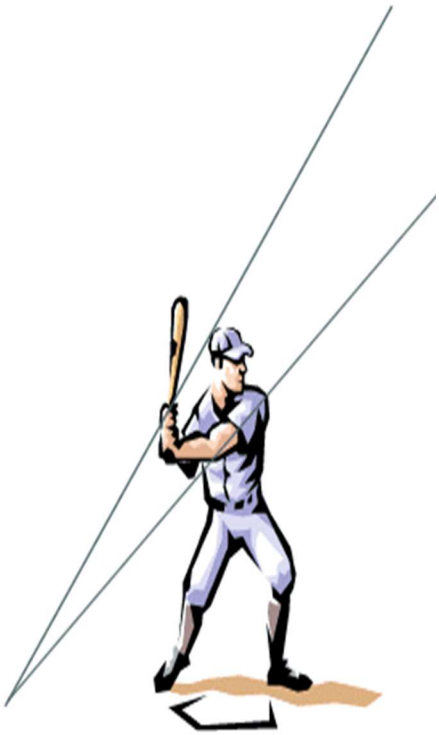
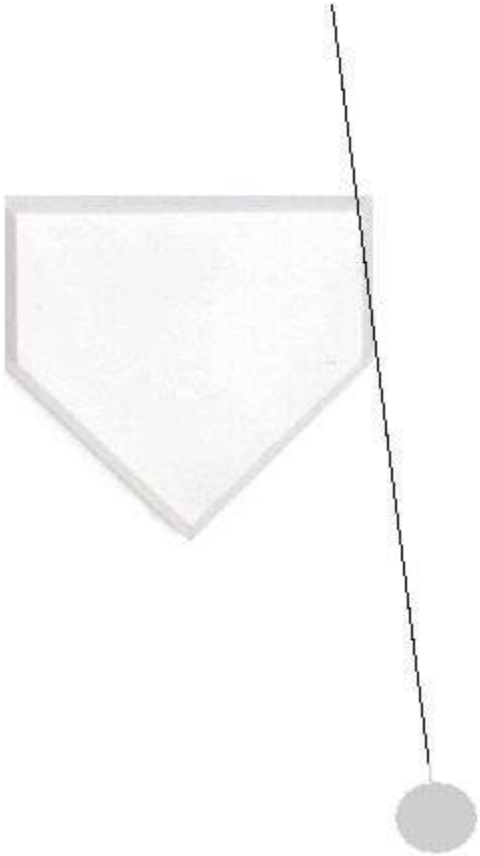
4. If a team is batting 12 players and a female player suffers an injury, then that team must drop a male player out and make the batting line up get to 10, and have that player become a sub. Same as if a team is batting 10 and a female player suffers an injury (have a sub and go down to 8). If you choose to keep the male player in, then the result will be an out between the 2 male players batting back-to-back.

    a. If a male is hurt and cannot continue, then it is ok to leave the batting line up as is. There is no penalty for taking an automatic out if two females bat back-to-back.

5.

6. Any walk to male batter (intentional or not), the male batter shall automatically go to second base, the next batter; (a female) will bat. Exception: with two outs, the female batter has the option to walk or bat. All other runners advance if forced.

7. Coed teams may use unlimited APs, however, only 10 of the batters (5 female and 5 male) may take a defensive position.

Strike Zone

a. The strike zone is the space going across the batters body between the batter's forward shoulder and back knee when the batter is adjacent to the plate.
b. If a batter is not standing adjacent to the plate, the umpire must make a mental adjustment by taking the size of the batter and visualizing him/her adjacent to the plate. (strike zone will vary with the height of the batter).
c. As seen below, two pitches could land in the exact same spot behind the plate with one being a strike and the other being a ball
d. Ball must cross home plate. If any part of the ball crosses any white portion of plate, it's a strike (still consider height of ball).