

CEDAR CITY RECREATION ADULT SOFTBALL RULES



Leagues:

1. Cedar City Recreation offer A & B & C leagues in the Adult Softball Program. The definition for these leagues is as follows:

A League – Competitive league. Teams can have unlimited experience/tournament players /or highly skilled players.

B League – Recreational league. In general, the B league is for moderately skilled players.

C- League – Recreational league. For new teams with less experienced players & company teams.

*Note: If your team made it to the championship game in the tournament during the prior season you are to register in the level higher than you played in the prior season. If your team was beat out of the tournament in the first two games of the prior season you can register down a level than you did the prior season.

These are guidelines for placing teams in the level of play that is best for the league and team. Considerations will be made, by the sports and recreation manager as to teams that may need an allowance to play down or required to play up, because of prior season performances and placed in a league where they are best fit.

Team Names:

Cedar City Recreation is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication; therefore, we reserve the right to disallow any team name that we feel may be unacceptable due to a racial, religious, sexual, or is otherwise degrading in nature. We ask that all team names, upon submittal, not contain or refer to profanity and/or not be racial or sexually explicit in nature. In the event we need to remove a team name we will simply change the schedule to reflect the Coaches last name or provide the opportunity for the team to change their name. In addition, any team wearing a uniform deem inappropriate by the above guidelines will not be allowed on the field and will be asked to change their attire. Refusal to do so will result in a forfeit.

Eligibility/Rosters:

Offenses to eligibility/roster rules will result in an ejection of the participant from that game. If one team has more than one offense to the eligibility rules the team manager will be suspended for one game. Offenses to eligibility rules during tournament will result in a forfeit of the game.

1. Team rosters will be provided for each team at the field on the night of your first game, all participants must sign the roster.
2. Rosters will be limited to 16 for Men's league and 18 for Coed League and unlimited for company teams.
3. All players must be at least sixteen (16) by the first schedule league game. A parent will need to sign the team roster for anyone under 18 years old.

4. Players may play on only one (1) team each night and may not transfer rosters from one team to another with in the same night.
5. It is the team managers responsible to ask the field supervisor to see the team roster periodically and verify that it is up to date.
6. Additions to a team roster must be signed prior to playing in that game.
7. All league rosters will be frozen on the last night of season play. No players will be added to the roster after it is frozen.
8. All players playing in the tournament must have sign the team roster and have played in two regular season games. *Offensives to this rule will result in a forfeit of the game.*
9. The participant whose name is listed on the roster must sign the roster; a teammate or manager cannot sign for another teammate.
10. A player may not play in a game under an “assumed” name.
11. Umpires, field supervisors, or the recreation manager will enforce eligibility penalties at the time it is reported or found out.

Umpires/Field Supervisors:

1. All games will be officiated by umpires that are employees of Cedar City Recreation
2. We abide by Official USSSA rules, they are available online at www.USSSA.com
3. Mats behind home plate will be used to determine the strike zone, A strike will be call if the pitch lands on the mat, as long as the pitch follows the pitch height requirements.
4. All issues, suggestion or complaints will need to be addressed with the field supervisor.

Game:

1. Line ups need to be submitted to the umpire 10 minutes before game time.
2. The umpire will keep score on the scoreboard and on a score card.
3. Home Team will be listed first on the schedule.
4. Games will consist of seven (7) innings or timed with new inning will begin after fifty-five (55) minutes have been played. Time begins when umpire tells the team to take the field.
5. RUN RULE FOR SEASON PLAY ONLY: if a team is up by 15 points, with 10 minutes or less left on the clock, the game will be call at the end of the complete inning.
6. The first game of the night will have ten (10) minute grace period before forfeit is considered. The game clock will be started at scheduled game time.
7. Game time, will be kept on the scoreboard clock.
8. Teams may play with as few as eight (8) players, but there will be an automatic out for every player less than ten (10) players. The outs must be taken in the last spots of the batting line up. (example with 8 players the outs will be in the #9 & #10 batting spots in the lineup.)
9. The A & B league will play the “one up” home run rule. In which if a team hits a homerun that team cannot hit another home run until the opposing team hits a home run, penalty for doing so results in an out. Females & Males will have separate one up counts.
10. When a player hits a homerun, that player is required to touch 1st base and then go retrieve the ball. If there are players remaining on base, those players will immediately clear the bases without touching home plate. The only exception is if it is hit in a game winning situation, the winning run must cross home plate.
11. Pitch count starts with one (1) ball, one (1) strike.

12. Foul Ball Rule - if a foul ball is hit after the batter has a count of two strikes the batter is out. (keep in mind you start with one strike) for example: The batter starts with one strike, then the batter gets a strike two called by a swing or called strike, and then the batter hits a foul ball the batter is out. OR if the batter starts with one strike, then the batter hits a foul ball for strike two, and then the batter hits another foul ball the batter is out.
13. A commitment line will be drawn just past 3rd base. Once you pass this line YOU MUST advance home. All plays at home are a force out situation.
14. There are two (2) home plates. All runners must touch the back or safety home plate for a run to be counted.
15. Pitching Screen – When a batted ball hits the pitching screen it is deemed a dead ball and is counted as a foul ball. If the batter already had one foul ball the batter is out. If it is the batters first foul ball they continue to hit. The pitching screen will be placed 4 feet in front of the pitching rubber. The side to side placement requires the screen to cover at least ½ of the pitching rubber. A right-handed pitcher, pitches from the right side of the screen and a left-handed pitcher, pitches from the left side of the screen. The pitcher must keep their planted foot in line with the rubber. If a thrown live ball hits the pitching screen the play remains live. Once the screen is placed at the beginning of the inning, no player may move or touch the screen. If the screen is touched or move deliberately the umpire will call obstruction.
16. You may play ten (10) in the field, and bat unlimited players.
17. If a player is unable to complete a game for any reason (I.e.: injury, other commitments) if there are still 10 players remaining in the game, an out will not be taken for the player that is unable to complete the game. If the team is left with less than 10 players in this situation, an automatic out will be taken in the lineup where the missing player was listed.
18. You may use one courtesy runner per inning, the courtesy runner can run again in the same inning for the same player if they get on base again within that inning.
19. Tied Games - For season play if a game is tied at the end of the 7innings or 55 minutes, one (1) full extra inning will be played, after the extra inning if the game is still tied, it will remain in a tie.

Co-ed Rules:

1. Alternating batting order (M, F, M, F)
2. Two (2) of each gender in the outfield and three (3) of each gender in the infield (including pitcher and catcher 1 of each gender.)
3. If male batter walks, the female batter following may choose an automatic walk or chance to hit. The male player automatically advances to second base even if the girls chooses to hit.
4. Teams may start with eight (8) players. An out will be taken in the lineup for each player missing under 10 players. Each team plays with an equal number of male and female players if they have 8 or 10 playing, if they have 9 playing they can play with, 5 males and 4 females or 5 females and 4 males, an out will be taken in the lineup for the vacant spot in the lineup. As soon as a team reaches 10 players they must bat equal number of males and females. Example if a team has 11 players, 6 males and 5 females, the 6th male may sub in the lineup into another male's spot to play offensively. Defense is free substitutions.
5. For all Co-ed games, a 12-inch ball will be used for male hitters and an 11-inch ball will be used for female hitters.
6. At the Fields at the Hills because the infield dirt is cut too far back, Infield players must position themselves where the true infield dirt would normally be. This is indicated by slats in the fence on the

right field and left field lines. This is a rule for when males or females are up to bat because it piggybacks on the rule of 4 outfielders and 6 infielders.

7. Male and Female batter will have separate one up counts pertaining to the one-up homerun rule.

Tournament:

1. All players playing in the tournament must have sign the team roster and have played in two regular season games. *Offenses to this rule will result in a forfeit of the game.*
2. Home Team for TOURNAMENT will be the undefeated team with the highest seed. Home team for "If Game" will be determined by coin flip.
3. RUN RULE FOR TOURNAMENT: Fifteen (15) runs after three (3) innings. Ten (10) runs after five (5) innings.
4. Championship game will be will be a full 7 innings. The" if game" will be timed.
5. Home team cannot hit a homerun to go one up in the 7 inning or if time has expired in timed game. They are allowed make the homerun count even.
6. Tied Games – For tournament play if a game is tied at the end of 7inning or 55 minutes, extra inning will be played until there is a winner declared.
7. Dates and Times for Tournament Play for each league will be determined after registration closes. The Tournament may be played on any week nights or week- end depending on facility and staff availability

Equipment:

1. We will give each team balls for their seasons use. These balls will need to last the entire regular season of play. Each team is responsible to retrieve all home run/ foul balls.
2. Metal cleats are NOT allowed for league or tournament play.
3. All Bats must be USSSA approved and have the USSSA Stamp on them. (see image at top of first page.)
4. Each team is required to provide their own safety mask for their pitcher. All pitchers are required to wear the safety mask.
5. All equipment must be kept of the playing field. The game play will not continue until all equipment is off the playing field, if asked to remove equipment by umpire you have two minutes to do so or a game forfeiture will be called.

Code of Conduct:

1. It is the team managers responsibility to present the code of conduct to all the participants on their team prior to them signing the roster.

Protests:

1. Any protest must be made by the coach/manager to the umpire immediately after the alleged infraction and before the next pitch. The field supervisor and umpire will decide on the protest outcome immediately. Protests will not be considered on a decision involving an umpire's judgment call.
2. If you would like to make protest concerning the opposing team's roster in suspicion of an ineligible player this must be done before the second inning starts.

Postponed Games:

1. Inclement weather: Games may be called prior to play or during play due rain or lightning at the Field Supervisors discretion.

2. Games must be postponed and remain so until at least 30 minutes after a sighting of lightning within a 6-mile radius. If a game is cancelled due to weather conditions all teams must comply. Failure to comply with a weather call will result in an automatic dismissal from the league for the remainder of the season.
3. Team Managers are responsible to check with the league for any make-up or play-off times and dates.
4. Make-up games and tournament games may be played any day of the week.

Ties in League Standings:

1. Head to head win loss record
2. Point differential between the tied teams
3. Average runs scored against teams tied.
4. If still tied, a coin flip will determine results.