

Marble Falls Parks and Recreation Department

Adult Softball Men's Rules and Regulations

The rules listed below are rules of the Marble Falls Parks and Recreation Department softball leagues. Any playing rule not covered in the following rules will be covered by the playing rules of the U.S.A.

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decisions are final.

Team Rosters

- I. Teams are permitted a (20) player roster limit.
 - a. Players will sign rosters and ID's will be checked on the first night of games.
 - b. No player may be on two teams' rosters in the same league.
 - c. No player will be allowed to play unless he/she is on the official team roster.
 - d. No team may add players to their roster for the playoffs.
 - e. If players play on multiple teams, they are only permitted to play on one team during the playoffs.
- II. **Pick Up Players**
 - a. Teams are allowed to pick up players during the regular season only and allowed a maximum of two per game.
 - b. Captains must declare their pick-up players to the on-site sports supervisor before the game.
 - c. No pick-up Players can enter the game after the third (3) inning of play.
 - d. Pick-up players must bat at the end of the batting order.
 - e. Teams are not permitted to pick up a player if their rostered player is present and able to play.
 - f. Pick-up players should only be used to field a full team of 10 players.
- III. All players must be 18 years of age to participate in the adult sports leagues.
 - a. Each player is required to have a photo ID with them at all games.
 - b. ID's will be checked prior to the first games of the season and before playoff games.
 - c. Any team caught with an underage player will receive an automatic forfeit for their game.
- IV. Teams may have unlimited players in the batting order.
 - a. Teams may start the game with a minimum of 8 players.
 - b. Any player arriving late will be placed at the bottom of the batting order.

Uniforms

- I. All team members must wear a jersey with a non-duplicating number on at least one side.
 - a. It is encouraged, but not mandatory, that all jerseys be the same color.
 - b. Anyone not in proper uniform will not be permitted to participate in the game.
- II. Only **rubber molded cleats** are allowed. Steel or detachable cleats are not permitted.
 - a. Anyone caught wearing steel or detachable cleats will be ejected from the game.
 - b. If no substitute is available, an out will occur each time that a player comes to bat.
- III. Helmets are not required for league play.
 - a. Players and Pitchers are encouraged to wear protective equipment during games.
- IV. Players are not allowed to wear jewelry while playing.

Regulation Games

- I. A regulation slow pitch softball game will have a 50-minute time limit or 7 innings. No new inning will begin after 50 minutes of play.
- II. Home team and Away team is designated on the league schedule.

- a. Home team sits in the 3rd base dugout and the Away team sits in the 1st base dugout.
- III. Lineups must be turned into the sports supervisor prior to game time.
 - a. Any team turning in a late lineup will automatically be placed as the visiting team.
 - b. Any team that cannot field a team by game time will automatically be designated as the visiting team.
- IV. **Grace Period**
 - a. there will be a **10-minute** grace period for each game and the game clock will start at game time.
 - b. The team that is present will have the choice to be the Home or Away team.
 - c. Once the game clock run off 10 minutes, the game is then declared a forfeit by the Umpire and Sports Supervisor for the team who was not fully present.
- V. **Forfeit Information**
 - a. Teams may forfeit by calling the Recreation Coordinator a minimum of 24 hours prior to their scheduled game without being charged a forfeit fee.
 - b. Any team who no call, no shows without notifying the Recreation Coordinator 24 hours prior to their scheduled game will be charged a \$40 Forfeit Fine applied to the Team Captains account for a non-appearance forfeit.
 - i. Any team forfeiting two regularly scheduled games will be subject to suspension from further league play.
 - ii. Forfeit Fines **must** be paid before the next scheduled game.
 - iii. Forfeit games will be scored 7-0.
 - iv. Umpires will not work forfeited games.
 - c. The Sports Supervisor will have the final say on all game forfeits.

Equipment and the Field Set Up

- I. **Double First Base**
 - a. A double first base will be used to avoid collisions and consequent injuries on first base.
 - b. When the batter hits the ball and there is a play at first base, the batter/runner must touch the orange base or be ruled out by the umpire; the defensive player must only touch the white base.
 - c. If there is no play at first base (batter hits a double or a clean base hit) the batter/runner can tag the white OR orange base and continue running to second base.
 - d. Any runner reaching or passing first base will only use the white base after doing so.
 - e. On any force out attempt form the foul side of first base, or an errant or missed throw pulling the defense into a foul ground, the defense and the batter/runner can use either the white or orange portion, this includes overthrows.
- II. **Approved Softball for League Play**
 - a. All teams are required to furnish the umpire with one playable ball and the umpire has the right to reject any ball considered to be unplayable.
 - i. Softballs not approved by U.S.A. Softball or ASA Softball are not permitted.
 - ii. All teams must have an additional ball ready in case of foul balls to keep the game running.
 - b. All softballs must be optic yellow in color and must be factory stamped with the U.S.A. Softball or A.S.A licensed trademark for slow pitch league play. The umpire must be able to read the stamp of the provided ball.
 - c. It is the job of the pitcher to check that a legal softball is legal according to the U.S.A. Softball playing rules if a ball is thrown in during a game.
 - i. The picture must check the ball and if the pitcher questions if the ball is approved for play, the pitcher must request time and hand the ball to the umpire for verification.
 - d. Men will be required to hit a **12" softball with a COR of .52 and 300lbs. compression**

III. Illegal Bats

- a. If a player uses an illegal bat as defined by the U.S.A. Softball Guidelines the bat and player will be removed from the game immediately and runners returning to the original base.
 - i. In addition, the player will be ejected from the game and suspended for one additional game.
- b. Bats used in the City of Marble Falls Adult Softball Leagues must be legal bats on the U.S.A. Softball list.
- c. The bat must bear either the ASA 2000, ASA 2004, ASA 2013, or the new U.S.A. Softball Certification Mark.
- d. Post factory stickers holographic ASA Stickers will not be acceptable.
- e. Dented bat, if a player hits a ball and upon inspection after the hit an umpire feels a dent, the bat will be removed from play. This applies even if the bat may have been dented on that hit.
- f. A bat that you can hear a rattle will be removed from the game by the umpire. This is considered an altered bat.
- g. Information for legal bats can be found at www.usasoftball.org
- h. All checked bats will receive a City of Marble Falls approved sticker.

IV. Participant Safety on and off the Field

- a. All softball equipment including bats must be placed inside the dugouts during league play.
- b. All players need to stay inside the dugouts during league play for player safety.
- c. Only one 1st and 3rd base coaches are permitted to stand in the coaches' boxes on the field.

Playing Rules

- I. Teams may warm up before the game only in the outfield grass and outside the foul lines.

II. Warm Up Pitches

- a. Three pitches for the first inning and one warm-up pitch in between innings thereafter.
- b. Three warm-up pitches will be allowed in slow pitch if there is a change of pitchers.

III. Batting order

- a. All batters will start with a 1-1 count (*one ball and one strike*).
- b. An extra foul ball will be given on the third strike.
- c. First foul ball with two strikes will be live and runners can advance on a catch.
- d. The second or extra foul will be declared a dead ball and runners cannot advance.
- e. Any player batting out of order will be an automatic out.

IV. Stealing bases

- a. is not allowed in any adult slow pitch softball leagues.

V. Home Run Rules

- a. Men's – only 3 home runs are allowed.
- b. Any unobstructed fair batted ball that goes over the fence once a team has exhausted its allowed home runs will result in a dead ball and the batter being called out.
- c. When a player hits a home run whether it is obstructed or if there is a four base award due to an obstructed batted ball over the fence, the batter or base runners do not have to touch any of the bases and can go back to the dugout.
- d. The batter will be ruled out for any home runs over their limit.

VI. One Up Rule

- a. If both teams reach their home run limit, either team may hit an additional home run. No team may go more than one home run up on the other team after their team has hit their limit. Any additional home runs above the one up rule will be scored as an out and no runners can advance.

VII. Courtesy Runners

- a. Teams are allowed to use two total runners will be allowed in each half inning.

- b. If the courtesy runner is on base when they are up to bat in the lineup, the courtesy running is an automatic out on the base and must take their at bat. No replacement is allowed.
- c. After one courtesy runner has been use in a half inning, if a player is injured and cannot run the opposing team's manager must agree to allow the last batted out to run for the injured player.
 - i. If the opposing team doesn't agree and the player cannot run, an out will be declared by the umpire.

VIII. Defensive Players

- a. Teams may place players in any position on the field.
- b. The defensive player must give at least 50% of the base and base path to the runners.
- c. No deliberate blocking of the base or base path is allowed if the fielder does not have the softball.
- d. All outfielders must stay behind the infield dirt when a female batter is at the plate and cannot cross out of the outfield grass toward the infield until the ball has been hit.
- e. If an outfielder crosses the dirt prior to the ball being hit a dead ball call will be made by the umpire, the batter will be awarded first base and any base runners will be awarded one base, if forced by the batter going to first base.

IX. Infield Fly Rule

- a. The umpire declares a fair infield fly with base runners on first and second or on first, second, and third with less than two outs. The ball remains live, and runners may advance on their own risk.
- b. The fielder intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second, and third bases occupied with less than two outs. The ball is dead, and all runners return to the base they occupied at the time the ball was pitched.

X. Run Rule

- a. A slow pitch softball game will be called when a team is up with the following runs.
- b. 20 Runs after 3rd Inning.
- c. 15 Runs after 4th Inning.
- d. 12 Runs after 5th Inning.

XI. Runners

- a. Considered out of 3 feet within the base path.
- b. Out if the ball touches/hits the runner first.
- c. Safe if it hits the fielder's glove or base first.
- d. Safe if infielder is playing in front of the base runner, and ball hits the runner.

XII. Halo Rule

- a. Batters will not be penalized for hitting the ball up the middle of the infield. However, if the umpire notices this to be of malicious intent, the player will be ejected immediately. Teams are unable to protest this ruling.
- b. *This rule is at the discretion of the Parks and Recreation Department. It has the potential to be updated should pitcher safety incidents increase during the 2023 season.*

XIII. Fouls Balls

- a. Can tag on foul ball caught for an out.

XIV. Pitching Rules

- a. A pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to six (6) feet behind the pitcher's plate.
- b. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
- c. The other foot (free foot) has no restrictions on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or pitching area. After taking the initial position, the pitcher may take more

than one step with the free foot, in any direction of their choice, if it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.

- d. After the release of the pitch, there are not restrictions on pitchers' subsequent movements or the fielding positions he may assume as a defensive player.
- e. After assuming the pitching position on the pitcher's plate or in the pitching area, the pitcher must be present the ball in front of his body (for at least one second) in either one or both hands before starting delivery motions.
- f. The pitcher may hold or grip the ball in any manner before delivery.
- g. Only a definite underhand motion is permitted in the delivery of the pitch.
- h. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery.
- i. After the pitcher presents the ball, they may make any windup or arm motions desired, either in front of his body, above his head, or behind his back, including stops and pauses of these motions.
- j. The pitcher must face the home plate on the delivery of the pitch and pitch the ball within 5 seconds of the batter taking his position inside the batter's box.
- k. The pitched ball must arc 3 feet after leaving the pitcher's hand and before it passes any part of the home plate.
- l. The pitched ball shall not rise higher than 10 feet above the ground.

XV. Overtime/Extra Innings

- a. The games will go to one-pitch play after the time limit has expired, or 7 innings have been played.
 - i. No extra foul during one pitch. A foul will result in an out.
- b. If the game is still tied at the conclusion of one extra inning the game will end in a tie.

Inclement Weather

- I. If games are rained out teams will be notified by 3:30 p.m. The City of Marble Falls Parks and Recreation Department will make the determination if fields are playable or unplayable.
 - a. Their decision is final and will not be overturned.
- II. In the event of inclement weather, a game will be declared official if 5 innings have been completed (*4 1/2 if the home team is ahead*) or there have been 40 minutes of play, whichever comes first.
- III. If games have not reached this point and 40 minutes have not been played, they will be replayed at another time from the point of interruption.
- IV. Lineups will be saved, and teams will bat with the same lineup.
 - a. Teams are allowed to substitute for players that are not available for the rescheduled game.

Zero Tolerance Policy

- I. The City of Marble Falls has a Zero Tolerance Policy for any type of comment deemed to be "hate speech". If you or one of your players is heard using a racial slur or derogatory term by a City of Marble Falls Employee, the offending party will be suspended for **at least** one-year, without exceptions. The City of Marble Falls sports leagues are meant to be a place of inclusion for all types of people to come together, have fun, and play sports. This written policy serves as the **only** warning given regarding this topic.

Ejections

- I. Any ejected player must leave the field within **5 minutes**.
 - a. Failure to do so will result in a forfeit.

- II. Any player ejected from a game will sit out the scheduled games the following week. The specific length of suspension will be determined at the discretion of the Umpires, Recreation Coordinator, Recreation Manager, and Sports Supervisor.
 - a. Player behavior after receiving the ejection and prior league history may affect the length of the suspension.
- III. Any player ejected from a second game in the same season, will be suspended from any further play for the remainder of the season.
 - a. Ejections from each division will be included in the overall count.
 - b. Decisions regarding suspensions duration and the sports/divisions the suspension applies to are made at the discretion of the league administration.
- IV. Any player suspended multiple times in any 12-month period will be subject to an extended suspension from the league per the behavioral policies.
- V. If a player is ejected from the game and their team has no substitute available, an out will occur each time that individual would have come to bat.

Protests

- I. Any protest made concerning a rule book interpretation, must be made to the umpire immediately after the occurrence and prior to the next pitch.
- II. A written protest accompanied by the protest fee of \$100.00 (cash) must be submitted within 48 hours of the game time to the Marble Falls Parks and Recreation Department office to be accepted.
- III. The written protest must state the rule interpretation error that was made by the umpire(s). The Recreation Coordinator will rule on the protest in accordance with U.S.A. Softball rules or City of Marble Falls playing rules, whichever apply.
- IV. If the Recreation Coordinator and Recreation Manager denies the protest and the umpire's decision is upheld, the \$100.00 fee will be donated to the Marble Falls Youth Scholarship Fund. If the protest is upheld and the umpire's decision is overturned, a refund of \$100.00 will be made to the protesting team.
- V. There will be no protests allowed concerning player eligibility or umpires' judgment calls. Player eligibility and judgement calls will be determined at the field by the umpires.

Alcohol Consumption

- I. For safety reasons the consumption of alcohol may not occur during the game.
- II. Alcoholic beverages are prohibited in the dugouts and on the field of play.
- III. The umpire will request the removal of all alcoholic beverages if an alcoholic beverage is discovered.
 - a. If an alcoholic beverage is discovered for a second time inside the dugout during the same game, the team with the alcoholic beverages will forfeit the game.
 - b. If an umpire sees a player drinking in the dugout the player will be ejected.
- IV. The sports supervisors and umpires will be given the authority to eject players who in their judgment are intoxicated for the safety of the players.
- V. GLASS CONTAINERS are strictly PROHIBITED at Johnson Softball Field.