

City of Brentwood

Adult Sports

Adult Softball Rules & Regulations



USSSA Slow Pitch Softball rules apply to all games, except any of the following adaptations. For questions regarding general Adult Sports regulations, call us at (925) 516-5444

PLAYERS, ROSTERS, EQUIPMENT, THE OFFICIALS, TIME, PLAYING FIELD

LEAGUE DIRECTION

1. The City of Brentwood Parks and Recreation Department (BPRD) reserves the right to establish regulations at any time deemed necessary for the efficient operation of the league. BPRD shall interpret all rules and regulations for the efficient operation of its program.

REGISTRATION PROCEDURES

1. All fees are due with the completed registration form during the designated registration period.
2. Teams will be accepted on a first come, first serve basis determined by date and time of league fee payment.

DIVISIONS & GAME SCHEDULES

1. BPRD shall determine the number and variety of leagues.
2. BPRD will place teams in divisions depending on total number of teams registered.
3. BPRD will place teams in divisions that the department believes creates the most equally competitive divisions.

PLAYERS AND TEAM ROSTERS

1. All players must be at least 18 years of age to participate.
2. Rosters must be signed by the manager and all players. All players listed must be on file with the BPRD by the 2nd league game. If a non-resident is added to the roster the manager must come in to the BPRD office to pay the balance. It is the Managers responsibility to MAKE SURE THAT ALL players sign the roster. If a player is not on the roster he WILL NOT play in the playoffs and allowing unsigned players to participate in a game will result in a forfeit of the game, this includes PLAYOFFS.
3. New players may be added to the roster by filling out a Roster Addition Form only.
4. Only Brentwood residents may be added to the roster at the fields. All non-residents must come to the Brentwood Community Center to pay the non-resident fee and add to a team.
5. No additions will be allowed after the second game of league play, unless the player being added is replacing an injured player. Formal notification must be submitted to the BPRD at least 24 hours in advance of the individual participating in any league game.
6. Teams losing players during the season because of injury may add players on a one for one basis. Injury replacement players must fill out a roster addition form and turn it in to the BPRD office prior to player's first game. Roster additions will not be accepted on the playing field.
7. Players must have played in three league games to be eligible for the playoffs.
8. Teams must have 8 players to start the game.
9. If a team has less than 9 players the opposing team is to furnish a catcher. The courtesy catcher's responsibility is to return the ball to the pitcher. The courtesy catcher cannot make plays at the plate.
10. Players may not play in multiple divisions/games on the same night of play.
11. A player may change from one team to another, providing they have written permission from both managers. The managers must contact the BPRD and fill out a Roster Addition form.
12. If a player transfers from one team to another they will not be permitted to return to the original team or change to any other team. One transfer allowed per player during the season.
13. Transferring players are not eligible to play until the 3rd game after the release.

SUBSTITUTIONS

1. Substitutions may only be made during stoppage of play/timeout situations only.
2. Once a player is taken out of the game and given a substitute, they may not re-enter.

PLAYERS' EQUIPMENT

1. One new official 12" softball will be provided for each regularly scheduled game and one used back up ball.
2. Umpires will try to use the best ball available during the game and the pitcher must use the ball the umpire gives them.

Bats

1. USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured.
2. Bats on the USSSA non-approved bats list are prohibited.
3. **COED EXCEPTIONS:** Men may only use single wall aluminum bats.
4. If an illegal bat is used during the game, that player will be ejected from the game.

Illegal Equipment

1. Metal spikes
2. Exposed jewelry
3. Uniforms or other articles of clothing with inappropriate logos.
4. Illegal Bats

THE OFFICIALS

1. The BPRD shall provide at each regularly scheduled game the best available game officials.
2. The officials' authority and jurisdiction begins when they are in or directly around the playing area directly before, during and directly after a match.
3. In emergency situations where no game official has arrived by game time the best available substitute umpire will be used if agreeable to both team managers prior to the start of the game.
4. Official umpires are provided by All World Sports and shall have full authority over players and managers at all times.

PROTESTS

1. Notification that a protest is to be filed must be given to the umpire at the time of the decision. The umpire upon receiving such notification shall immediately inform the official scorekeeper that a protest has been filed and shall also notify the manager of the opposing team of the action. Within 24 hours after the conclusion of the game in which the protest occurred, the written notification signed by the manager of the protesting team that states the issue must be delivered to the BPRD office.
2. Official player eligibility protests must be made by the start of the 5th inning or by 40 minutes played whichever comes first.

OUTSIDE PARTICIPATION

1. Teams, which participate in leagues outside the BPRD jurisdiction, shall do so without disrupting the established BPRD league schedule. Failure to comply with this rule will result in forfeiture of said disrupted games and possible suspension from the league without reimbursement of any portion of the entry fee.

THE LENGTH OF THE MATCH

1. Games will consist of 7 innings or a 60-minute time limit. No new inning shall begin 60 minutes after the game begins but the current inning will be finished.
2. There are no extra innings.
3. At least 4 innings must be played to constitute an official game where unforeseen events prevent continuation.
4. The scorekeeper scoreboard clock shall be considered official time.
5. There will be a 15 minute grace period during the first game of the night. All other proceeding games, there will be a 5 minute grace period. Grace period starts at game time with the scorekeeper starting the game clock, if there are not enough players at the end of the grace period a forfeit will be declared. If

enough players show up during the grace period the game will start with the time left on the time clock, time clock will not be reset.

6. At least 5 minutes prior to each game each manager must submit to the scorekeeper a written line-up. First and last names are required.

THE FIELD OF PLAY

The games shall be played on a full softball diamond at the Sunset Park Athletic Complex.

Bases

1. Bases will be set at 65 feet.
2. First base will be a double first base.
3. Home plate will use a strike mat 18.5" wide and 36" long.
4. For the safety of the catcher and the runner a scoring line at home plate will be used.

Pitching Rubber

1. The pitching rubber will be set at 50', but pitchers can pitch up to 60' away.

Fair and Foul

1. The foul lines shall extend indefinitely from the outer edge of home plate to the outer edges of 1st and 3rd base and into the outfield. Any ball touching the foul line shall be considered fair and in play.

Dugouts

1. Only team members are allowed in the dugouts.
2. The batter, the batter on deck, and the base coaches are allowed on the field. All other players must remain in the dugout.
3. No bat boys/girls allowed
4. Loose bats, balls, gloves, equipment and apparel of all kinds must be kept out of the playing area during games.

Commitment Line

1. There is a line perpendicular to the third base line that is 20 feet from home plate.

PLAYING RULES

SCORING

1. Players are required to score by crossing over the scoring line extending from home plate and not by touching home plate.
2. The catcher plays home plate and the runner plays the line.
3. If a runner makes contact with the catcher while he is in contact with home plate the runner will be ejected from the game and if the umpire feels it was deliberately he will be ejected the remainder of the season.

PITCHING

1. The pitching rubber will be set at 50', but pitchers can pitch up to 60' away.
2. A legal pitch has a pitch arc of 3' to 10'.
3. Both the plate and strike mat are considered strikes.

HITTING

1. All batters will start with one ball and one strike.
2. Intentional bunting is not allowed and will result in an out.
3. It is up to the discretion of the umpire whether a hit was an intentional bunt.
4. After batter has 1 strike, on the second foul ball the ball becomes dead and the batter is out.

HOMERUNS

1. One for One equalizer rule throughout the entire game.
2. Team going over the equalizer will be a dead ball out.
3. A player may walk off a home run and is not required to touch first base.

RUN AHEAD RULE

1. If a team is up by 15 runs after 5 innings the game will be over.

FIELDING

1. Fielders that interfere with or obstruct a runner shall be called for obstruction, awarding the base to that runner.
2. All plays at home plate shall be force plays. No TAGGING.

RUNNING

1. Safety base at first, runner goes to the orange base.
2. Neither leading off a base, nor stealing a base is allowed. A runner may advance once the ball is hit. A runner off the base, when the ball is pitched, is out.
3. If you pass the commitment line, you are obligated to come all the way home.
4. Once the runner crosses the line he will be called out if he re-crosses the line towards third base.
5. Players must run to the outside of home plate at all times.
6. **Courtesy Runner:** Courtesy Runner limit of 1 per player, per inning. If you bat through the batting order in the same inning you may use a courtesy runner for the same person.

BLOOD RULE

1. A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required.

ADDITIONAL MEN'S DIVISION RULES

1. During league play, managers have the option of batting up to 14 players. This must be declared prior to the start of the game. Any 10 players of the 14 batters may play a fielder's position. Whenever players change positions, they do not have to report to the umpire or scorekeeper. The batting order must remain the same at all times. If one of 14 players is injured and cannot bat, no out will be called for his spot in the line-up; that player may not return in that game. If a player leaves the game or is ejected and no substitute is available, each time the departed player is to bat, an out will be declared. Additional hitters cannot be added once you have batted through the line-up, with the exception that you can add up to the tenth spot in the line-up any time during the game.
2. Sliding is allowed at all bases.
3. Sliding at home is allowed as long as it is at the home plate line.

ADDITIONAL COED DIVISION RULES

1. Men may only use single wall aluminum bats.
2. Women are permitted to use composite bats.
3. At least 4 men and 4 women must start a game.
4. No more than 5 men may play on the field at any time. Ten defensive players may take the field. The 10th player must remain in the outfield.
5. When playing 10 fielders, there must be 2 men and 2 women in both the infield and the outfield. Outfield will alternate male female.
6. When playing 8 or 9 players, there must be 2 males and 2 females in the infield.
7. You may bat up to 2 women at the end of the batting order.
8. There can never be more men than women in the line-up.
9. The pitcher and catcher may not be of the same sex.
10. An inning shall consist of three outs or once through the line-up. One time through the line-up does not apply in the last inning for either team.
11. The maximum number batting in any given inning will be determined by the team having the greatest number of equal opposite sex players playing at the beginning of the game, not to exceed 18. Example: Team A has 12 players and Team B has 10, the batting order for that game is 12 for both teams. The batting order must consist of alternating sexes. If a team has one extra player of the same sex, they may substitute the player in the lineup for a member of the same sex. Once a player has been substituted, they may not re-enter the game.
12. Because there is no sliding in Coed League you can over run the base, in the event of a collision at the base you can run to the right or left side of the base as long as you are within 12 inches of the base.

13. All outfielders must stay at least 165 feet from home plate until the ball is hit (Outfield cones or a painted line will be provided to mark the 165 foot mark). Infraction will result in the batter being awarded first base.
14. Courtesy Runner limit of 1 per player per inning, If you bat through the batting order in the same inning you may use a courtesy runner for the same person. The runner shall be the last out of the same sex.
15. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat. NOTE: If the next female chooses to walk, it is not considered an intentional walk for the purpose of making an appeal. No inning shall end with walking the last batter, if it is a male batter the female batter may take 1st base if she chooses and the next male is to hit. The only exception is the last batter has left the game and it is already considered an out in the line-up; then the pitcher may walk the preceding batter to get to the last out.
16. Infielders may not start in the grass portion of the field. Before the hit, their feet must be in the dirt of the infield.
17. A runner going to 1st may NOT be thrown out from the outfield. The outfielder MUST hit a cutoff prior to making the play.
18. Poaching: Players may not intercept a batted ball which is playable by another position player. A single will be awarded to the batter in the instance a poaching play is determined by the umpire.

FORFEITS

1. There will be a 15 minute grace period during the first game of the night. All other proceeding games, there will be a 5 minute grace period. Grace period starts at game time with the scorekeeper starting the game clock, if there are not enough players at the end of the grace period a forfeit will be declared, if enough players show up during the grace period the game will start with the time left on the time clock, time clock will not be reset.
2. In case of a double forfeit, both teams will receive a forfeit loss.

PLAYOFFS

1. The top 4 teams will be eligible for playoffs.
2. You will receive 2 points for a win, 0 points for a loss, 1 point for a tie and -2 points for a forfeit.
3. Playoff tie breakers occur in this order: Place standing are first determined by overall W/L/T/F points, followed by point differential, head-to-head wins, runs for, and then runs allowed. If all tie breakers are exhausted, a coin flip will be used.
4. Players must have played in at least 3 games to be eligible for playoffs.
5. Each player must show picture identification for playoffs. If a player is not on the roster he will NOT PLAY. Remember it is the manager's job to keep track of his roster.

Championship Game

1. Games will be 7 innings with no time limit.
2. If a team is up by 20 runs after 5 innings the game will be over.

CODE OF CONDUCT

1. Captains are responsible for the conduct of their players and fans.
2. Flagrant violation of any league regulation or interpretation of such will result in individual and or team suspension, which forfeits all rights, privileges, registration and league fees, etc.
3. Alcohol or Gambling - NO PERSON SHALL: Appear upon the activity area at any time in an intoxicated condition or be allowed to consume alcoholic beverages while participating, watching, officiating/instructing, or volunteering during an activity. The presence and/or the consumption of any and all alcoholic beverages are prohibited at all City parks. See BMC Section 7.02.120. Gamble or place bets concerning the outcome of an activity with any spectator, volunteer, official/instructor/person of authority, or participant.

PENALTY: 1st OFFENSE: Individual/team will receive a warning.

2nd OFFENSE: Individual/team shall be ejected from the activity; automatic suspension from the following game, match or meet, and an incident report filed with the lead supervisor.

3rd OFFENSE or FLAGRANT: Increased suspension of games, matches or meets or to a maximum penalty of expulsion from the Department's programs or use of facilities.

4. It is the Managers responsibility to MAKE SURE THAT ALL players sign the roster. If a player is not on the roster he WLL NOT play in the playoffs and allowing unsigned players to participate in a game will result in a forfeit of the game, this includes PLAYOFFS.
5. Umpires shall have the authority to order any player, manager or coach out of the game or off the field for unsportsmanlike conduct. Lack of compliance or further abuse by the ejected individual either on the playing field or off will be subject for action by the BPRD and can result in expulsion of that player from all further competition with the team on the field or as an official representing that team in league matters. A system of suspension shall be used for players or coaches who are ejected from a game or games. If a player or coach or manager is ejected from a game for unsportsmanlike conduct he will automatically be suspended according to the following:

Player ejected from 1 game---Suspension from 2 following games.

Player ejected from 2 games--Suspension from 5 following games.

Each player, manager or coach accumulating the above number of ejections from games must sit out the remainder of the game thrown out of and the said number of consecutive following games according to the above system.

6. No team shall leave the field during the progress of play or refuse to play when directed by the umpire to continue play under penalty of forfeiture and dismissal from the league without refund of any kind.
7. No smoking or chewing tobacco on the field of play or in the dugout area.

INJURIES AND INSURANCE

1. Injuries to players or spectators are not the liability of the BPRD. It shall be understood by all participants that the BPRD and all others associated with this league shall not assume responsibility for accidents during play or in coming to or returning home from games.
2. The BPRD urges all teams and/or individuals to provide insurance coverage for themselves and their respective teams.
3. If a player is removed from the line-up due to injury, no out will be called in this spot.

Updated: 02/26/2020