



USSSA Softball League Rules and Regulations

(Revised 3/12/2024)



grpdinfo



#GNC_RecParks

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League Director

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All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the USSSA rules.

I. Registration Procedures

A. Team Registration:

- a. **\$400.00 per team** – Includes 10 regular season games and a double elimination post-season tournament.
- b. Managers must register their team [online](#).
NOTE: GRPD has the right to deny entry in our leagues based on previous behavior issues and size of league.

B. Player Registration:

- a. In addition to the team fee, a participation fee of **\$20** (Greenville City Resident); **\$30** (Non-Resident) is required for each member on the team roster which includes players, coaches, and managers.
- b. Player Registration is required for each member on the team roster which includes players, coaches, and managers.

*** Participant fees and registration must be paid [online](#).***

C. Payment of Fees:

- a. All fees must be paid [online](#).

D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration. This date can be found on the Fact Sheet or by asking the league director.
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

E. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
 - i. Classes/programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on the part of the participant, and/or
 - iii. Participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD staff within five (5) business days after the second meeting for a refund.
- b. Other valid reason for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class/program starting date in order for GRPD to be able to fill program vacancy.
- b. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- c. Credits can be used only by participants or his/her immediate family members.

II. Manager's Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Softball Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are on the correct team and of proper age.
- B. At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.
- C. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Softball Leagues.
- D. Meet with the umpire at home plate 5 minutes before the game starts. Exchange game balls with the opposing manager and review rules with the umpires. The person representing your team during this pre-game meeting will be the "designated manager" for the game and must handle any disputes.

- E. Managers are to see that all players are in proper uniform and stay in the dugouts; except when playing a defensive position, batting, on deck, or base coaching.
- F. Each manager is responsible for their team and spectators conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- G. It is the manager's responsibility to ensure the dugout is occupied by only players. Children and spectators are not to be in the dugout.
- H. Only the team manager should contact GRPD after 4pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- I. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- J. Notify the Athletic Office of any changes of team manager contact information.
- K. Managers are to see that line-ups should be turned in to the scorekeeper 10 minutes before the scheduled game time and should include first & last names of each player with their number. Failure to turn in a line-up on time or properly may result in a forfeit.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper Identification is required.
- B. Player registration fees and registration form must be on file with GRPD on the day of the game in which he/she is to play.
- C. Each roster is limited to *20 players*, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament.
- D. **Roster Deadline:** *Each team's roster must be complete by the end of the **fourth regular season game**; additions after this date will be allowed only in the special case when a team has less than 9 eligible players remaining on roster and must be approved by the League Director 24 hours before a game.*
- E. Each player will have the option to switch teams one time. The switch must be made before the *second* regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- F. Any GRPD representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
NOTE: Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.
- G. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- H. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct [SEE PAGE 17]; or playing while under suspension.

I. Uniform: Each player must have a shirt with a screen printed or ironed on number on the back of the shirt. **(The number must be AT LEAST 8in tall).** Teams are not allowed to have duplicated jersey numbers (1 and 01, 3 and 03, 8 and 08, etc. are NOT the same number). All uniforms must be complete by the pre-season tournament. Umpires will not allow a player without the minimum uniform to play, and a team will forfeit if they do not have nine uniformed players.

A. Hats are not required to match and **DO NOT** have to be worn facing forward.

IV. Divisioning

A. Team placement in all divisions will be determined by GRPD staff, using the following criteria:

- A. Classification Determination Form [SEE PAGE 12]
- B. Team performance in prior seasons.
- C. Team makeup (i.e. caliber of players registered to participate on a team)
- D. Team performance in the pre-season tournament or lack thereof.
- E. GRPD staff knowledge.

B. Division Classifications:

Division A (Serious environment; high level of competition)

Division B (Moderately competitive)

Division C (Strictly a fun, recreational atmosphere)

NOTE: GRPD has the right to deny entry in our leagues based on previous behavior issues and size of league. Teams will be placed in proper divisions for league play. Dividing teams into divisions may result in certain leagues not having enough teams to play. In the event a specific league does not have teams to play a full refund will be given.

C. Switching divisions: Once regular season play has begun, team(s) may submit a written request to be considered to change divisions prior to the 5th regular season game. In order for a team(s) to switch divisions the following criteria must be met:

- A. There must be at least 2 teams in separate divisions of the same league that have both submitted a request to switch divisions.
- B. GRPD staff must agree the switch is in the best interest of both divisions and all teams involved.
- C. Any team switching to a new division must assume the win/lose record of the team in which they are switching with.
- D. If a switch is made that change will stay in effect for the remainder of the regular season and post season play.

V. Playing Rules

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the USSSA rules.

THE PLAYING FIELD

A. The pitching distance is 50 feet; the bases are set at 65 feet.

B. Floating Rubber: All teams will have the option of using what is referred to as floating rubber, meaning there will be a chalk line 6' (feet) behind the pitching rubber. The pitcher has the option to pitch the ball within this six-foot area. The pitcher must be directly between the chalk line and the pitching rubber, not behind the chalk line or over to the side of either. The pitchers must still follow regular pitching rules.

C. Outfield Restraining Line (COED Only): This line is 135 feet from the center of the front edge of the pitching rubber. At least three outfielders must remain behind the line until the ball is hit. Penalty for outfielders crossing the line prior to the batter hitting the pitch will be the advancement of any runners affected by this illegal action to any base(s), in the opinion of the umpire, they would have reached. Any outfielder playing in front of the restraining line must be clearly evident prior to the start of the pitch. If the ball of the person

who is batting is caught because of the outfielder crossing the line, he/she will advance to first base. (This will be a judgment call from the umpire).

EQUIPMENT

- A. Batting helmets, catcher masks and pitcher masks are recommended but not required by GRPD.
- B. Gloves for certain positions are not restricted to those positions for which they were designed.
- C. **Shoes/Cleats:** No metal or steel spikes are allowed in any adult league. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw into the shoe are allowed. Athletic shoes must be worn at all times by all participants.
- D. **Official Ball:** Each team will be required to furnish a new or like-new softball that is approved by the home plate umpire. In order for a ball to be considered legal, it must be stamped "USSSA Classic M", "USSSA Classic Plus", or "USSSA Pro M".
 - A. There shall be no COR or compression information written on the ball, marketing materials or packaging. Manufacturers may have their name and logo in any color.
 - B. It shall have an optic yellow cover.
 - C. It shall have lettering and logo which is indelible.
 - D. It shall have lettering and logo

NOTE: The team at bat will be responsible for all balls that are in play while at bat. A thrown or batted lost ball must be replaced by the team at bat. Any lost ball must be replaced immediately and put into play by the home plate umpire. Teams may hit their own ball as long as they provide legal balls to the umpire. Teams will be held responsible for making sure the correct ball is in play.

E. Official Bat:

- a. Only bats that have the 2020 USSSA certification mark on its taper are allowed. No bat is legal unless it is marked BPF 1.20 and has the 2020 USSSA certification mark.

NOTE: If caught using an old bat, the batter will be "out".



- b. All bats used in league play will be required to pass compression testing. Bats passing the compression test will receive a crumble sticker, marking it legal for play. Bats failing the compression test will not receive a crumble sticker and are **NOT** legal for play.

NOTE: Any wooden bat used must be marked BPF 1.20 and have the 2020 USSSA certification mark. Wooden bats do not require compression testing.

NOTE: Free bat testing will only be done at Boyd Lee Park on the dates given to team managers. There will be four pre-season dates as well as two mid-season dates. If bat testing is needed outside of the pre-scheduled dates, you should contact the League Director to set up an appointment for your bat(s) to be tested for a \$5 fee per bat.
- c. After a bat is deemed illegal by the umpire, any player caught using that bat will result in the game being forfeited by the offending team and that player will serve a penalty of no less than 3 games.

- F. **Electronic Equipment:** Due to safety concerns, at no time can a camera, audio or video device be worn or used by an umpire, player, or coach on the field of play. Any exception must be approved by the League Director.

THE GAME

- A. Each game shall last 7 innings or 55 minutes (the scorekeeper is the official timer). However, if a team is ahead by 20 runs after 3 complete innings of play, 15 runs after 4 complete innings of play, or 10 runs after 5 innings of play then the game is over. The clock starts as soon as the first pitch is thrown. The USSSA “flip-flop” rule will not be used.
- Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires.
 - Games cannot end in a tie.
 - When a batter comes up to the plate, he/she will start the plate appearance with a one ball and one strike count. With two strikes the batter will be allowed a courtesy foul.
- B. A grace period of 5 minutes will be allowed for all games from the scheduled start time. Teams must have 9 eligible players on the field or in the dugout prior to the grace period running out. If time is available, the teams can share the field for warm up.
- C. A team must have 9 eligible players on the field or in the dugout ready to bat (either offensively or defensively) to start the game. If at any time a team cannot field 9 eligible players, the game will result in a forfeit.
- If a team turns in a line up with 9 players, they can add the 10th player at the bottom of the line-up any time during the game; WITHOUT taking an out in the 10th spot.
 - If a team turns in a 10-person line up and at any time drops below 10 players, and has no eligible sub, they will play one man down for the remainder of the game, taking an “out” in the 10th spot.
 - If a team, at any time drops below 9 players for any reason, the game will result in a forfeit.
- D. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 9 eligible players in the line-up (either offensively or defensively); if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with umpire(s) and refuses to continue the game, he/she will be ordered off the field. Failure to comply with the umpires could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. If a team forfeits 3 games (which includes all call ahead forfeits), that team will not be eligible for the post-season. All players on a team that have forfeited out of the post-season will not be allowed to play in the post-season with another team in that league.
- E. **Homerun Limits:** A limit of over-the-fence homeruns will be used in all divisions.
- **Division A:** 5 over-the-fence homeruns per game
 - **Division B:** 3 over-the fence homeruns per game
 - **Division C:** 1 over-the-fence homerun per game
- NOTE:** For any over-the-fence homeruns hit in excess, the ball is dead, the batter is out, and no runners can advance.
- F. Batters and runners will return to the dugout after an over the fence homerun.
- G. Courtesy runners are not allowed, except for situations that fall under ADA rules.
- H. **Bandit Runner:** This player may be anyone on the roster and must be designated before the game begins and they will be the Bandit Runner for the remainder of the game. They may run for anyone at any time. If they are also in the batting lineup, and their turn at bat occurs while on base, their position in the batting order will be an out. There shall be no other penalty. The bandit runner can be a player in the lineup or an

individual not listed in the lineup but should be designated when the official lineup is submitted to the scorekeeper and communicated to the umpires.

NOTE: The Bandit Runner may not be substituted. (For Coed Bandit Runner information see Coed; E).

NOTE: If someone other than the designated Bandit Runner assumes the Bandit Runner responsibilities they will be called out and the team will lose its Bandit Runner for the remainder of the game.

- I. **Pitching:** *Please refer to USSSA pitching regulations for detailed descriptions.*
 - a. The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate.
 - b. The pitched ball shall not rise higher than 10 feet above the ground.
 - c. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire.
NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch.
 - d. The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED pitch will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered pitch.
 - e. Pitched Dead balls -

- J. **Intentional Walk:** If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two consecutive batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time, and the first batter fails to touch first base, an appeal shall not be honored on the first batter.

- K. **15 Foot Line (ALL LEAGUES):** When a runner is within 15 feet of home plate, the defensive team has the option to tag home plate for a force-out or tag the runner for the out. Once the runner crossed the commitment line, they cannot go back to 3rd base. Sliding at home plate is legal.

- L. **Re-Entry:** Any player may be substituted or replaced and re-entered **ONCE**, provided the players occupy their same batting position in the batting order.
NOTE: The starting player and their substitute may not be in the line-up at the same time.

- M. **Additional Hitter Rule (Open League):** One or two additional hitter(s), referred to as an "AH" is optional. If a team chooses to use the "AH" they must declare so prior to the start of game, all eleven or twelve players must be on the field prior to the first pitch, and that position must be used for game's duration. The "AH" must remain in the same position in the batting order for the entire game. If an "AH" is used, all eleven or twelve must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same. The "AH" may be substituted for at any time, and then that player becomes the "AH". The substitute must be a player who has not yet been in the game. The starting "AH" can re-enter only once.

- N. Players/coaches are not allowed to smoke in the playing area (this includes the dug outs).

- O. Alcoholic beverages will not be allowed at any time on City property or properties used by the City of Greenville (this includes the parking lots of the softball fields).

- P. If in the opinion of the umpire, League Director, or any GRPD Staff, a player has been drinking, they will be ejected from the game. If they do not leave sight and sound of the facility within 2 minutes the game will be forfeited.
NOTE: If any team is caught drinking alcohol on City property before their game, that night's game will be forfeited. If any team is caught drinking alcohol on City property after their game, their next scheduled game will be forfeited.

- Q. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league pending review by the Athletic Staff.
- R. **Thrown Bat:** When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batters hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball.
- S. **Ejections:** A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers, see that the ejected player(s) leaves promptly.

In addition to the game rules, COED rules are below:

- A. **COED Line-up:** *A line-up shall consist of 4 women and 6 men or 6 women and 4 men or 5 women and 5 men.* To avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue play with a minimum of 9 players (*example: 5 men & 4 women*). *Teams must always have a minimum of 4 of each gender in their line-up.* Coed teams do not have to adhere to the 2 male, 2 female outfield rule, and must have a minimum of 3 outfielders behind the coed line. If a team chooses to play with only 3 outfielders the extra fielder may play anywhere on the field.
NOTE: Previously if playing with 3 outfields the extra fielder had to play in the dirt.
- B. Any team playing using the shorthanded rule (i.e. playing with 9 players will be forced to take an out for the 10th batter in the lineup.) If a team starts the game with only 9 players the vacated spot will always be the 10th spot in the batting order.
- C. **COED Batting Order:** *The batting order must alternate between genders, with **NO MORE THAN TWO OF ONE GENDER BATTING BACK-TO-BACK.*** However, the following shorthanded rule applies when playing with 9 players:
 - a. A game may begin or finish with no less than 9 players.
 - b. The vacant position for the missing position must be listed in the 10th spot in the batting order if a team begins the game with 9 players. If a team begins the game with 10 players and a player leaves the game for any reason with no substitutes available, the vacancy in the batting order will be where the player would normally be batting if they were present.
 - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.
 - d. There can be no less than 4 females on the field.
- D. **COED Extra Player Rule:** Use of additional hitters (*one female and one male*) ("AH") is optional. If a team chooses to use the "AH" rule, twelve players must bat and any ten can play defense (batting eleven and taking an "out" in the twelve spot is not allowed). If a team chooses to use the "AH" they must declare so prior to the start of game, and all twelve players must be on the field prior to the first pitch. The "AH" must remain in the same position in the batting order for the entire game. Defensive positions may change but the batting order must remain the same. The "AH" may be substituted for at any time, and then that player becomes the "AH." The substitute must be a player who has not yet been in the game. The starting "AH" can re-enter only once.
- E. **Bandit Runner:** This player(s) may be anyone on the roster and must be designated before the game begins and they will be the Bandit Runner for the remainder of the game. Both one male and one female can be designated or only one female. If a male and female are both designated the male can only run for males and the female can only run for females. If only one female is designated as the Bandit Runner, she can run for anyone regardless of their gender. If they are also in the batting lineup, and their turn at bat occurs while on base, their position in the batting order will be an out. There shall be no other penalty. The bandit runner

can be a player(s) in the lineup, or an individual(s) not listed in the lineup but should be designated when the official lineup is submitted to the scorekeeper and communicated to the umpires.

NOTE: The Bandit Runner may not be substituted.

NOTE: If someone other than the designated Bandit Runner assumes the Bandit Runner responsibilities they will be called out and the team will lose its Bandit Runner for the remainder of the game.

F. **Homerun Limits:** A limit of over-the-fence homeruns will be used in all divisions.

- **Division A:** 3 over-the-fence homeruns per game
- **Division B:** 2 over-the fence homeruns per game
- **Division C:** 1 over-the-fence homerun per game

NOTE: For any over-the-fence homeruns hit in excess, the ball is dead, the batter is out, and no runners can advance. Batters and runners will return to the dugout after an over the fence homerun.

G. **COED Outfield Restraining Line:** Penalty for outfielders crossing the line prior to the batter hitting the pitch will be the advancement of any runners affected by this illegal action to any base(s), in the opinion of the umpire, they would have reached. Any outfielder playing in front of the restraining line must be clearly evident prior to the start of the pitch. If the ball of the person who is batting is caught because of the outfielder crossing the line, he/she will advance to first base (this will be a judgment call from the umpire).

H. **COED Walk Rule:** *A walk to a male batter will result in a two base award only when a female is batting behind a male.* The ball is dead. The next batter (a female) will bat.

EXCEPTION: With two outs, the female batter has the option to walk or bat.

NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

VI. **Altered Bats**

A. GRPD and staff reserve the right to, at any time, ask to inspect a bat that has been brought into the location of a USSSA sanctioned event. The owner and/or user may either:

1. Withhold the bat from inspection and accept an **immediate two-year** (automatic life for second time offenders) suspension from USSSA sanctioned activities with no right to appeal; or,
2. Allow the Director to inspect the bat and reach a conclusion as to whether the bat might be altered.

If, after making the inspection of a potential altered bat, the Director in his discretion decided that the bat might be an altered bat, the suspected offending owner and/or user and may either:

1. Withhold the bat from further examination by the USSSA Altered Bat Committee Chairman or Manufacturer of the bat and accept an **immediate two-year** (up to life for second time offenders) suspension from USSSA sanctioned activities with no right to appeal; or
2. Allow the Director to send the bat to the USSSA Altered Bat Committee Chairman and/or Manufacturer of the bat for a determination as to whether the bat is altered. If the Chairman determines that the bat has been altered, they in consultation with the Director who inspected the bat at the USSSA facility may suspend a first-time offender for up to **five (5) years** from USSSA play. For a second-time offender, any such suspension will be for life.

NOTE: For additional information regarding altered bats, refer to the USSSA playing rules, Rule 2, Section 2.

B. **Batted Balls:**

If a Pitcher is hit by a line drive, with no time to react (judgment call by the umpire), the owner and/or user of the bat used may either:

1. Withhold the bat from inspection and accept an **immediate two year** from GRPD league and an **immediate one-year** (automatic life for second time offenders) suspension from USSSA sanctioned activities with no right to appeal; or,

2. Allow the League Director to inspect the bat and reach a conclusion as to whether the bat might be altered.
 - a. If the Pitcher is hit below the neck, a compression test will be used. If the bat passes, it can be used in league play. If the bat fails, it will be banned from league play.
 - b. If the Pitcher is hit in the head/face, the bat is sent to the manufacturer (user and/or owner will pay all costs of shipping) to check for alterations. If no alterations are found, and it passes a compression test, it can be used in league play. If alterations are found, the user and/or owner may be suspended for up to **two (2) years** from league play and USSSA play for a first-time offense. For a second-time offender, any such suspension will be for life.

NOTE: If alterations are found, the user and/or owner may face criminal charges if the injured player chooses to press charges.

C. Bat Protests:

Umpires must be told of protests immediately before the next legal or illegal pitch is thrown so that he/she can tell the other manager and scorekeeper.

NOTE: Written protests must be in the hands of the League Director within 24 hours after the game is completed. A one hundred-dollar (\$100) fee must accompany each protest so that the bat can be sent to the manufacturer for testing. If the protest is upheld, the money is refunded. If not upheld, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated.

VII. Protests

- A.** Umpires must be told of protests immediately before the next legal or illegal pitch is thrown so he/she can tell the other manager and scorekeeper.

NOTE: Written protests must be in the hands of the League Director within 24 hours after the game is completed. A twenty-dollar (\$20) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire (Judgment Call).

VIII. Tournament

- A.** Each division of a league will have a post-season tournament that will begin at the conclusion of the regular season/ rain make-up games. It is the manager's responsibility to pick up schedules or call the Athletic Office following the regular season and/rain make-up games.

- B.** Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):

1. Head-to-head match-ups between the tied teams; if still tied
2. Run differentials will be used; if still tied
3. Defensive runs allowed will be used; if still tied
4. There will be a coin toss by GRPD staff to determine seedings.

NOTE: Should there be a three-way tie or more at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped, and we will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will start over at Number 1 to determine seedings.

NOTE: Run differentials will have a maximum of ten runs.

NOTE: Forfeits will be recorded as 7-0.

- C.** Tournament rules will be the same as regular season games EXCEPT:

1. All protests must be announced on the field, before the next legal or illegal pitch. The protest will be handled on the field. Once the game is over, all results stand.
2. Higher seeds are the home team throughout the tournament.

NOTE: In the Championship games of a double-elimination tournament, no matter what the seed, the team coming out of the winner’s bracket will be the home team during Game 1. If a team forces the “if needed” game, then home/away will be flipped during Game 2.

3. There is no time limit during the Championship games.
4. All championship games will be played to completion in the case of inclement weather.

IX. Awards

- A. Regular Season Champions and Runner-Up will receive a team Award.
- B. Post-Season Tournament Champions and Post-Season Runner-up will receive a team Award.

X. Ejections

A. A player who is ejected will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. This includes post-game ejections. Managers should see that ejected players leave promptly.

B. If any player is ejected from the game, he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

NOTE: If the player is registered to play on more than one team, they may not play for any other team until they have served their suspension for the league in which they were ejected from.

Possible actions include:

- One game suspension
- Multiple game suspensions and a meeting with the Athletic Staff
- Season suspension and a meeting with the Athletic Staff
- Indefinite suspension

C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none"> - First offense - Apparent desire to reform - Leaving sight and sound of facility within 2 minutes 	<ul style="list-style-type: none"> - Personal attack on GRPD staff - Failure to leave sight & sound of facility within 2 minutes - Violation of law

D. **Ejection Review Process:** Within 48 hours of a player being ejected, the Athletic Staff will initiate a review process consisting of:

1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. GRPD has the authority to decide the severity of the situation.
3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

NOTE: Ejections CANNOT be protested; this review process is used only for staff to determine if the ejected player should serve more than a one game suspension.

XI. Inclement Weather

- A.** Games shall be postponed when GRPD determines the field to be unplayable. **Managers** should contact the Recreation & Parks Department AFTER 4pm, and players should contact their managers. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- B.** Once a game has begun, under most conditions, a game will not be canceled until 30 minutes have passed, especially in the case of lightning. Managers need to make sure they have the official word from the umpire at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible.
- C.** All suspended games will resume at the exact point where they were stopped unless a complete game (5 complete innings or 4 ½ if home team is ahead) has been played.
- D.** The City of Greenville has developed the following inclement weather guidelines to ensure early response in various inclement weather situations. The National Weather Service issues weather advisories, watches, and warnings to inform the public of inclement weather. Staff will stay attuned to these advisories and modify programs accordingly. Inclement weather judgment calls to cancel, suspend, postpone and resume are case by case depending on the forecast, radar development and visual observations of the sky. Should any of the following triggers occur causing undesirable and unsafe conditions, staff will alert the cancelation, suspension, or postponement of an activity by using a whistle, air horn or megaphone. Participants, volunteers, and other staff will be directed to a safe location until the threat or danger has passed and activities can resume.

Weather events include:

- Extreme Temperatures
- Severe thunderstorm watch or warning
- Lightning
- High winds
- A tornado sighting or warning

EXTREME TEMPERATURES

HEAT ADVISORIES

The heat index ranges issued by the National Weather Service range from little danger from heat; 65 ° - 81 ° too dangerous to health; 106 ° - 115 ° and above. High air temperatures and relative humidity distress individuals differently. Parents of children, adult participants and staff should take into consideration their own physical health conditions in making the decision to participate in an outdoor activity during a heat advisory. Proper hydration including the use of sunscreen, resting in shaded areas and wearing proper attire will be emphasized.

Action:

Staff will monitor heat index levels along with other weather-related variables to determine if an activity needs to be postponed.

WINTER WEATHER

Program modification may take place when temperatures are forecasted to be or fall below 40 degrees. Outdoor activities may be cancelled or moved indoors. If temperatures fall below 40 degrees during an activity, staff will monitor the situation and take action if necessary.

Action:

In the event of inclement weather involving snow and ice, program modification and a change to facility operating hours may take place. Any closings or adjustments to facility hours will be determined by the

City Manager or Director of Recreation and Parks. Decisions regarding cancellations or adjustments to programs can be made by Recreation staff.

SEVERE THUNDERSTORMS

Staff will monitor all available weather alerts issued by the National Weather Service, media and what is visibly seen and heard while outdoors. A severe thunderstorm can produce damaging winds up to 58mph with heavy downpours, and possible hail. There is a potential risk of flying debris, localized flooding and lightning strikes.

LIGHTNING AND THUNDER

Program modification will take place when lightning is detected within 10 miles of the facility by radar, visual monitoring or if thunder is heard. Staff will monitor all available weather alerts issued by the National Weather Service, media and that is seen and heard while outdoors. Lightning is an electric spark discharge in the atmosphere, occurring within a thundercloud, between clouds, or between a cloud and the ground. Lightning is very dangerous and is accompanied by tremendous flashes and roars of thunder. Outdoor activities will be suspended when lightning is detected within 10 miles of the facility. The location of lightning can be determined by the NWS, a storm monitoring device and by counting time between thunder and lightning strikes. Once lightning is seen, count the number of seconds until you hear thunder. Divide the number of seconds by 5. The answer is distance in miles of the lightning. Therefore, 10 miles would be 50 seconds.

Action:

If lightning is seen, or thunder heard, immediately suspend outdoor activities. Seek shelter* immediately and avoid trees, canopies, or tents. No activity will resume until there is no less than 30 minutes from the last strike or from the last sound of thunder is heard. Staff will keep track of time to ensure activities are not resumed until it is safe. Once the threat and danger has passed staff will announce that it is safe for the activity or event to resume.

People who have been struck by lightning do not carry an electric charge. Therefore, it is safe to perform CPR, if needed. Ideally, injured persons are moved into a safe shelter. Lightning-strike victims who show signs of cardiac or respiratory arrest need emergency help.

WIND

Program modification will take place when strong gusts of wind are detected by radar. Staff will monitor all available weather alerts issued by the National Weather Service, media and take initiative to secure loose objects to prevent objects from becoming airborne projectiles.

Action:

In conditions of winds reaching 58 MPH or higher (according to NWS weather reports) outdoor activities are to be suspended. All participants and staff will be advised to immediately seek cover indoors or in an enclosed vehicle away from trees or areas where things can become airborne. Once the threat and danger has passed staff will inspect the area to ensure it is safe and announce that it is safe for the activity or event to resume.

TORNADO WARNINGS & WATCHES

A **Watch** means there is a potential for a Tornado, or the Tornado exists, and a **Warning** means it is happening or very likely to happen. Program modification will take place when a tornado warning is issued. Staff will monitor all available weather alerts issued by the National Weather Service and the media. Immediate action will be taken to safeguard the health and well-being of all individuals in the immediate area.

Action:

When a tornado warning is issued within Pitt County, outdoor activities will be suspended. Staff will advise all participants, staff and spectators to immediately move indoors and seek shelter*. Participants and staff will be directed to an area indoors away from windows and doors. Staff will continue to monitor the location of the tornado and prepare participants to respond. Large gym areas will be avoided at this time. Staff will instruct participants to get under a heavy piece of furniture or inside interior closets if the tornado threatens the immediate area. Participants and staff will assume the protective position by squatting low to the floor and covering their head. Children, visitors and participants may need guidance to prepare for a tornado. Never remove a person from a wheelchair. Have them bend over safely and put their hands over their head. Once the threat and danger has passed staff will check the health and well-being of all participants, contact EMS if there are injuries, assess damage and guide participants to safety.

SHELTER*

Shelter is defined as an ideal safe structure or fully enclosed building with plumbing, telephone and electrical service, which aid in grounding the structure. A fully enclosed automobile or school bus with all of the windows rolled up is a reasonable shelter, although care must be taken to avoid contact with any metal inside the vehicle. Golf carts and convertible cars are not safe shelters. Dugouts and golf shelters are not safe shelters and are not grounded for the effects of lightning.

Avoid the use of shower facilities for shelter and do not use showers or plumbing during a thunderstorm. Electrical current from lightning can enter the building through plumbing connections. It is also unsafe to stand near utilities or use a landline telephone during a thunderstorm because of the risk of the current traveling through the lines. Cellular and cordless telephones are considered to be safe.

If a suitable safe shelter is not available, it is best to avoid tall objects (trees, light poles, etc.) that allow lightning an easy path to the ground. It is important to avoid being the tallest object. In an open field, people should crouch with their legs together, the weight on the balls of their feet, arms wrapped around their knees, and head down with their ears covered. The person should minimize contact with the ground and should not lie flat.



**Greenville Recreation & Parks
Spring 2024**

Team Classification Determination Form

RECREATION AND PARKS

Team Name _____

MANAGER:	
ADDRESS:	CITY:
PHONE NUMBER:	ZIP:
E-MAIL:	

These questions, staff knowledge, along with the pre-season tournament games will be used to help determine league and team divisoning. Please provide candid answers to all questions.

- Did your team participate in last year's softball program?
 Yes What was the name of your team? _____ What season? Fall/Spring
 No
- Does your current team have a total of six (6) or more players who participated on the same team last year?
 Yes No Team Name _____
- Does your current team have a total of six (6) or more players who participated in last year's program on two (2) or more teams?
 Yes State Number of Players: _____
 No
- Does your current team desire to play in the most competitive league (highest classification of play) which will be offered?
 Yes No
- What does your team see as the MAIN reason you play in this softball program:
 Fellowship and Recreation Tough, Competitive Softball
- Rate the overall ability of your team as you see it.
 Low end 0 1 2 3 4 5 6 7 8 9 10 High end
- Rate the overall interest you and your players have in the sport of softball as you see it.
 Low end 0 1 2 3 4 5 6 7 8 9 10 High end

Based on the above questions place your team in the league and division you feel is most appropriate.	
League	Division
<input type="checkbox"/> City Open <input type="checkbox"/> Coed Open	<input type="checkbox"/> A (Serious environment; high level of competition) <input type="checkbox"/> B (Moderately competitive) <input type="checkbox"/> C (Strictly a fun, recreational atmosphere)
	Can your team play on Wednesday nights? YES NO

*** Team placement will ultimately be determined by GRPD staff***

I understand the divisoning process used by the Greenville Recreation and Parks Department. I have answered these questions truthfully and to the best of my knowledge. In the event I feel my team is not divisioned with equitable teams, I understand I have the right to follow GRPD's procedure for switching divisions but understand this is not guaranteed.

MANAGER SIGNATURE

DATE

DO NOT WRITE HERE

Date Received:

Amount Received:

Check No:

Cash:

Packet Received:

Yes

No

Team Status:

New

Repeat

Received By:

**GREENVILLE RECREATION & PARKS DEPARTMENT
"CODE OF CONDUCT CONTRACT"
ADULT SOFTBALL LEAGUE**

All softball players and coaches shall be guided by the following:

1. No player or manager shall refuse to abide by an official's decision.
2. No player or manager shall be guilty of objectionable demonstrations of dissent at an official's decision.
3. No player, other than the manager shall, discuss with an official in any manner, the decision reached by an official.
4. No player shall be guilty of using unnecessary rough tactics in the play of the game against the opposing team.
5. No player or manager shall at any time, lay a hand, push, shove, strike, or threaten to strike an official.
6. No player or manager shall be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment.
7. No player or manager shall be guilty of aggressive behavior or physical attack as an aggressor upon any player, official, or spectator.
8. No player or manager shall be guilty of allowing team spectators to heckle any official, scorekeeper, or facility supervisor. It will be the manager's responsibility to control team spectators. If the manager cannot control their spectators, he/she may obtain assistance from GRPD staff.

A player who is ejected from a game will be required to leave sight and sound of the facility within **2 minutes**. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.

If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

This contract MUST BE signed by the player.

PLAYER: _____

DATE: _____