



# USSSA Softball League Rules and Regulations

(Revised 1/24/2014)



grpdinfo



#GNC\_RecParks

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### **League Director**

Christen Winstead

Phone: (252) 329-4272

Email: [cwinstead@greenvillenc.gov](mailto:cwinstead@greenvillenc.gov)

***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 the USSSA team sanctioning fee, 12 regular season games and a double elimination post-season tournament. Each team will also receive a dozen brand name softballs.
- b. Games will be double-headers; played on Tuesday, Wednesday, or Thursday nights.
- c. Managers must register their team at H. Boyd Lee Park.

**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 Forms are required for each member on the team roster which includes players, coaches, and managers.

**\* Participant fees and registration forms are due to H. Boyd Lee Park prior to participation.\***

### **C. Payment of Fees:**

- a. All fees must be paid at H. Boyd Lee Park.
- b. Please make checks payable to Greenville Recreation & Parks Department (GRPD).

### **D. Manager Meeting:**

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration on **Wednesday, September 3<sup>rd</sup> H. Boyd Lee Park beginning at 7pm.**
- 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 of 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.
- c. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- d. 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 25 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. Any player on the roster by the last regular season game in his/her league (includes rain-outs) will be eligible for post-season play.
- D. Each player will have the option to switch teams one time. The switch must be made before the third regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- E. 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.

- F. **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.
- G. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct [SEE PAGE 11]; or playing while under suspension.
- H. **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 beginning of the first game of the regular season. 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.
- I. **Divisioning:** The USSSA league is the most competitive league offered, so all teams will compete in the same division.

#### IV. **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.

##### **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 "Classic M" with a coefficient of .40 core or less and a max compression of 375 LBS. or stamped "Classic M Plus" with a coefficient of .52 and a max compression of 275 LBS.

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 new USSSA mark on its taper and not on the USSSA Non-Approved list are allowed. No bat is legal unless it is marked BPF 1.20. Bats manufactured before January 1, 2004 are to be marked "1.20 BPF" or "BPF 1.20."

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

- b. 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.

## THE GAME

- A. Each game shall last 7 innings or 60 minutes (the scorekeeper is the official timer). However, if a team is ahead by 20 runs after 4 complete innings of play or 15 runs after 5 complete innings of play, then the game is over. (Three and one half innings or four and one half innings if the home team is ahead.) The clock starts as soon as the first pitch is thrown.
  - a. 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.
  - b. A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning.
  - c. Games cannot end in a tie.
  - d. 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.
  - a. If a team turns in a line up with 9 players, they can add the 10<sup>th</sup> player at the bottom of the line-up any time during the game; WITHOUT taking an out in the 10<sup>th</sup> spot.
  - b. If a team turns in a 10 man 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 10<sup>th</sup> spot.
  - c. If a team, at any time drops below 9 players for any reason, the game will result in a forfeit.
- D. **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. 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 shall be removed from the league. All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

- F. Homerun One Up Rule:** A limit of 5 (five) over-the-fence homeruns will be used in the league. Once both teams have hit their limit, one team may hit an additional home run until the other team hits one additional home run. You may only go up one home run. Any additional home runs more than one up will result in a dead ball, the batter is out, and no runners can advance.  
**NOTE:** A team cannot win on a homerun unless you are within your “guaranteed” 5 homerun limit.
- G.** Any batter who hits an over-the-fence homerun must legally tag first base only. Any runner(s) on base when an over-the-fence homerun is hit must legally tag all bases. Proper appeal will result in an out(s) if a base is missed by a runner(s).
- H.** Courtesy runners are not allowed, except for situations that fall under ADA rules.
- I. 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.
- J. 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.
- K. Extra Player Rule:** Extra players, referred to as an “EP”, are optional. Teams may choose to bat up to twelve players. If a team chooses to use “EP’s” they must declare so prior to the start of game and that position must be used for games duration. The “EP’s” must remain in the same position in the batting order for the entire game. If an “EP” is used, all eleven/twelve must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same. The “EP’s” may be substituted for at any time, and then that player becomes the “EP”. The substitute must be a player who has not yet been in the game. The starting “EP’s” can re-enter only once.
- L.** Players/coaches are not allowed to smoke in the playing area.
- M.** Alcoholic beverages will not be allowed at anytime on City property or properties used by the City of Greenville. If in the opinion of the umpire, League Director, or any GRPD Staff, a player or manager/coach has been drinking and is not removed from the game and playing area after the manager of the team involved has been notified, the game will be forfeited.
- N.** 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.
- O. 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.
- P. 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 your player leaves promptly.

**V. 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 or not 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 or not 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 or not 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, 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.

### **VI. Protests**

- A.** 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 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).



## VII. Tournament

- A. The league will have a post-season double elimination 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.

## VIII. Awards

- A. Regular Season Champions and Runner-Up will receive a team plaque. In the case of a tie for regular season, co-champions will be declared with each team receiving a team plaque.
- B. Post-Season Tournament Champions will receive a team plaque as well as championship t-shirts for all registered players.
- C. Post Season Runner-up will receive a team plaque.

## IX. Ejections

- A. 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.
- 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.

### 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"> <li>- First offense</li> <li>- Apparent desire to reform</li> <li>- Leaving sight and sound of facility within 2 minutes</li> </ul>	<ul style="list-style-type: none"> <li>- Personal attack on GRPD staff</li> <li>- Failure to leave sight &amp; sound of facility within 2 minutes</li> <li>- Violation of law</li> </ul>

**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.

#### **X. 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 lightening. 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.** Teams will be handed out a Rainedout.com informational sheet. Team managers and players are encouraged to sign up for this service that will notify them when games are canceled (standard text messaging rates will apply).

**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 and manager.**

**PLAYER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**MANAGER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_