

SOFTBALL LEAGUE RULES

1. **USSSA** rules govern league except for the rules noted.
2. Games will be limited to 1 hr. 15 min. The inning in progress will be completed; a new inning will not be started. The game will be a complete game. If score is tied, extra innings will be played.
3. All games will go by the "10 run rule". After 5 innings, if a team is behind by 10 or more runs, the game will be called.
4. There will be a 5 minute warm-up/grace period from scheduled start of game. No grace period for late starting games.
5. **NO ALCOHOLIC BEVERAGES** are permitted in the Parks. Please ask your supporters to refrain from bringing alcoholic beverages into the parks.
6. Umpires have full and complete authority of the games. They have the right to eject coaches, managers, players or fans from the park. If they refuse to leave, the team in question will forfeit the game.
7. Unsportsmanlike conduct and profanity by coaches, managers, and/or players will not be tolerated. Any act or acts of disrespect, or abusive behavior toward an umpire, or an opposing coach, manager, player or spectator will result in ejection of that person from the game. A player, coach or manager who is ejected from a game must sit out the following week's game. A second ejection means automatic suspension from league and tournament play for the remainder of the season and/or the following season if deemed necessary by the Program Coordinator.
8. **In case of rain**, 5 innings will constitute a complete game, including tournaments.
9. No more than 14 names can appear on each team roster. Additions or deletions can be made until the third game of the season by contacting the Program Coordinator. A player must play in three regular season games to be eligible for the tournament and/or awards. A player's name can only appear on one roster per league.
10. **Home team is first team listed on schedule.**
11. Protests will be handled according to USSSA rules. There will be a \$35.00 protest fee. The fee will be returned if the protest is upheld. Protests must be written and turned in to the Program Coordinator within 24 hours of the game in question. Protests will be ruled upon by the Recreation Committee.
12. No metal spikes allowed.
13. **Any team forfeiting two games will be eliminated from the league.**
14. League will go by the "two fouls after two strikes and the batter is out" rule.
15. A player must be 18 years of age or older to participate in any league or tournament. Anyone under 18 years of age must have **approval** from the Program Coordinator and have a signed release form from a parent or legal guardian.
16. No excessive jewelry, i.e., watches, earrings, bracelets, loose necklaces, etc., will be worn during games.
17. **The home team will furnish 2 game balls at EACH game.**

18. **TIE BREAKER:** If two teams are tied at the end of the regular season, and they split against each other, the tie-breaker will be how they did against each other as far as runs scored and runs allowed.
19. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform shall be directed to leave the game until bleeding has stopped or the uniform has been changed.
20. **A player who is visibly under the influence of alcohol or drugs shall be ejected from the game, and/or league if necessary.**
21. The Program Coordinator will decide if and when any rainouts will be made-up.
22. Rainouts will be ruled upon 2 hours prior to game time. If rain starts just before, or during the game, continuation will be decided by league umpires. For Rainouts, call park phone at **331-5330**. A message will be on line for your information.
23. **Winning teams must email in scores to the Program Coordinator at hmaydak@edgewoodky.gov within 24 hours of the game please.**
24. Umpire Payments...the following rules for payment shall be in effect. Each team shall pay **\$12.00** cash to the umpire. Fees are to be paid **BEFORE** the start of each game. Teams must present exact amount...umpires are not expected to make change.
25. The forfeit team is **FULLY RESPONSIBLE** for the payment of the **FULL \$24.00** umpire fee in the event of a Forfeited game.

Examples:

*Team A has 10 players and NO players from Team B are there. Team B forfeits and must pay the full \$24.00

*Team A has 10 players and Team B has 5 players...Team B forfeits and must pay the full \$24.00

*Team A and Team B has 5 players... this is a Double Forfeit and each team owes their respective \$12.00.