



## **Brentwood Parks and Recreation Co-Ed Softball League Rules and Regulations**

The Brentwood Parks & Recreation softball leagues are governed by USSSA rules. Any rules covered in the Brentwood Parks supplemental rules take precedence over USSSA rules.

### **1. Rules of Conduct:**

- a. The team captain will be the contact person regarding all league schedules, standings, general information, and any items needing to be passed along to their teams.
- b. If a participant audibly uses profanity directed towards any umpire or league official, the participant will be ejected from the game.
- c. Any player or captain who threatens any league official or representative in any way, (verbally or physically) will be banned from the league indefinitely. This may also result in team penalties or loss of the game.
- d. Only the captain and the involved player will be allowed to discuss a play with the umpire.
- e. Any player who is excessively arguing calls may be ejected. If a player is ejected on two separate occasions, he/she will be banned from the league indefinitely at the discretion of the league supervisor.
- f. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
- g. Players who have been ejected must leave the park within five minutes or their team will forfeit.
- h. If a team forfeits for any reason the game will not be rescheduled.
- i. If a team forfeits 2 weeks during the season the team will be removed from the league with no refunds given.

### **2. Equipment**

- a. The Recreation Department will supply bases, balls, scorebook and one umpire.
- b. A 12-inch restricted flight ball will be used.
- c. Metal Spikes are not allowed.
- d. The performance standard for all non-wooden bats shall be a Bat Performance Factor (BPF) of 1.20 or less. All bats must be marked with the new USSSA sticker. Please check the USSSA website for a list of approved bats.
- e. The first offense of using a non-approved bat will result in an "out" being called and all runners returned to the base occupied prior to the pitch. The second offense will result in a player ejection. The third offense by the same team in one game will result in a forfeit.

### 3. Rules of the Regular Season and Playoffs

- a. Games will operate as a 55-minute game from the scheduled start time. If the time limit is reached before the start of the seventh inning, the current inning will be completed. No full inning is to begin after 55-minutes from the hour.
- b. The clock will start at scheduled game time. After 10 minutes the 1<sup>st</sup> game will be declared a forfeit. In Double Header leagues after 60 minutes have passed, the 2<sup>nd</sup> game will be declared a forfeit.
- c. The regular season will be followed by a single elimination playoff tournament. All teams will qualify for the end of season tournament.
- d. If there are an odd number of teams we will have a play in game, which will be played by the two teams that are lowest in the standings. The winner of the play in game will be able to compete in the playoff bracket. We will make every effort to have the play in game on the same night as your regular season games.
- e. The captain of the winning team is required to sign the game card presented by the umpire.
- f. The umpire has the right to end a game at any time due to darkness, bad weather or other conditions or circumstances that make play unsafe. If an inning is not finished at that time, the score will revert back to that of the last full inning played. A game becomes official if four innings (3 ½ if the home team is winning) have been played. This applies for the regular season and playoffs.
- g. Any regular season game ending in a tie after the time limit or at the end of 7 innings will be recorded as a tie.
- h. Mercy Rule – The follow run rules apply. A team will be declared winner if:
  - i. Winning by 20 runs after 3 innings
  - ii. Winning by 15 runs after 4 innings
  - iii. Winning by 10 runs after 5 innings
- i. Base runners must keep in contact with their base and may leave ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.
- j. Only one appeal on a base runner may be made per play and must be made before the next pitch. The ball is dead during an appeal.
- k. After the first inning, no warm up pitches will be allowed, except when a pitching change is made.
- l. There will be a 6ft-12ft limited arc rule. Pitches must be at least 6ft and not exceed 12ft.
- m. A strike zone mat will be used. It will measure 17"width X 36"length X 3/8"height.
- n. Any legal pitch that hits any part of the plate or strike zone mat will be called a strike.
- o. The strike zone mat **is not considered to be part of home plate**. A runner must tag the actual home plate to be considered safe. Touching the extender will not count.
- p. Each batter will have the count of 1 ball and 1 strike when they reach the batter's box. If a batter has 2 strikes and hits a foul, the batter is out and the ball is dead.
- q. When a defensive player clearly has the ball and is waiting for the runner and (in the judgment of the umpire) the runner deliberately and forcefully runs into the defensive player, the runner is declared out. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of collision.
- r. When a base runner is intentionally obstructed by a fielder - who is not in the act of fielding, does not have the ball or fakes a tag, the umpire's judgment will be used to award bases accordingly.
- s. Bunting or chopping down at the ball will be ruled an automatic out per the umpires discretion.

- t. Only feet first sliding is allowed. A base runner that slides head first will result in an automatic out. If a player is trying return back to a base they have already gained, they are allowed to dive back in head first.
  - u. Teams will be allowed to hit 4 home runs over the outfield fence per game. Each additional home run over the fence that is hit above the limit will be considered an out. The home run rule shall apply to all leagues.
  - v. Teams will be allowed to bat their entire line-up. Free substitution on defense is allowed within the batting order.
  - w. A walk given to a male will result in the batter advancing to 2<sup>nd</sup> base and leaving 1<sup>st</sup> base unoccupied. The next batter (female) has the option to bat or accept a walk.
4. Players and Substitutions
- a. A minimum of 8 players are required to start and continue a game. Additional players may be placed at the end of the batting order after a complete inning.
  - b. If a team is playing with only 8 players, the opposing team will supply a catcher to catch and return the pitch only. If a play is being made at home plate the defensive team must cover home plate.
  - c. Teams must play the field with an equal or greater number of women to men.
  - d. Teams may bat their entire roster, alternating men and women in the batting order. Once the game begins the batting order may not be changed.
  - e. If a player has an injury or medical condition that he/she is able to bat but unable to run, a courtesy runner may be requested. The umpire will use their discretion when allowing a courtesy runner.
    - i. This request must be made prior to the beginning of the game.
    - ii. The player of the same gender who committed the last out becomes the runner.
    - iii. The courtesy runner must be used every time the player who is requiring the runner makes it safely on base.
  - f. If a player is injured during the course of the game and a courtesy runner is necessary, the player of same gender as the injured player, who committed the last out, becomes the runner.
  - g. No pinch runners other than the courtesy runner are permitted.
5. Rosters/Schedules/Standings:
- a. All rosters are due to the Site Supervisor before the first game. No players are allowed on the field before signing the roster. Players may not be added to the roster after the 3rd week.
  - b. Site Supervisor will have blank rosters for roster changes.
  - c. Rosters may be checked. An illegal player will result in forfeiture of game.
  - d. An individual may not play for more than one team in the same league.
  - e. Standings will be updated weekly to the website, [www.brentwoodmo.org/softball](http://www.brentwoodmo.org/softball).
6. Tiebreakers for playoff seeding:
- a. Tiebreakers will be handled in this order:
    - i. Head to head competition between the tied teams
    - ii. Margin of victory with all tied teams
    - iii. Fewest runs allowed for team
    - iv. Coin toss will determine the winner

7. Miscellaneous

- a. The sports hotline will be updated daily by 4pm. Please contact the hotline for field conditions and game cancellations. The sports hotline number is 314-963-8686.
- b. Make-up games will be played at the end of the regular season. Revised schedules will be emailed to the captains and can also be found on the website.
- c. There will be no refunds for any games not played due to forfeits or excessive rain-outs..

8. Park Rules

- a. Coolers are welcome, but glass containers are prohibited throughout the parks, courts, fields, and trails.
- b. The City of Brentwood is not responsible for stolen or loss of personal property.