



Brentwood Parks and Recreation Men's 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. Rules are subject to change and may be added, modified, or taken out at any time by discretion of the league coordinator, site supervisor, or umpire.

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 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.
- j. **No handshakes, fist bumps, high fives or other unnecessary physical contact is allowed.**

2. Equipment

- a. The Brentwood Parks and Recreation Department will supply bases, balls, 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.
- f. **Sharing of equipment: bats, helmets, gloves, etc. is discouraged. If equipment is shared, it must be sanitized after each use.**
- g. **Masks: Coaches, officials, referees and staff members must wear masks until further notice. Players are not required to wear them while in play.**

3. Rules of the Game

- a. Every coach, staff member and players must undergo a health screening when they arrive at the field for games. Face masks must be worn by all individuals when administering the health screening.
 - If coach, staff or player reports affirmative to any COVID19 symptoms during the screening, they must go home immediately.
- b. Double header games will operate as two 55-minute games 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.
- c. The clock will start at scheduled game time. After 10 minutes the 1st game will be declared a forfeit. After 60 minutes have passed, the 2nd game will be declared a forfeit.
- d. The captain of the winning team is required to sign the game card presented by the umpire.
 - Umpires will sign all game cards upon consent of team captains.
- e. The umpire has the right to end a game at any time due to 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.
- f. 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.
- g. Mercy Rule – The follow run rules apply. A team will be declared winner if:
 - Winning by 20 runs after 3 innings
 - Winning by 15 runs after 4 innings
 - Winning by 10 runs after 5 innings
- h. 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.
 - Players must remain 6ft apart from others at all times.
- i. 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.
- j. **Pitching:** After the first inning, no warmup pitches will be allowed, except when a pitching change is made. Pitches must be at least 6ft and not exceed 12ft. The pitcher may pitch from the pitching plate or within the pitching area (an area the width of the plate and up to 6ft behind the plate) BUT must have one foot in contact with the plate when the pitch is released.
- k. **Strike Zone Mat:** will measure 17" width X 36" length X 3/8" height. Any legal pitch that hits any part of the plate or strike zone mat will be called a strike. 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.
- l. **Starting Count:** 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.
- m. 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.

- n. 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.
 - o. When a batter hits up the middle at the pitcher (in the judgement of the umpire) the team will receive one warning. The second ball hit intentionally up the middle, will be declared an out.
 - p. Bunting or chopping down at the ball will be ruled an automatic out per the umpire's discretion.
 - q. Only feet first sliding is allowed. A base runner that slides headfirst 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 headfirst.
 - r. **Home Run Limit:** 3 home runs over the outfield fence are allowed 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.
 - s. Teams will be allowed to bat their entire line-up. Free substitution on defense is allowed within the batting order.
4. Players and Substitutions
- a. All participants must be at least 18 years of age. An illegal player, not 18+ years of age, will result in forfeiture of any games he participated in.
 - b. 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.
 - c. **Players must remain 6 ft apart within the dugouts.**
 - d. 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.
 - e. Teams may bat their entire roster and substitute freely. Everyone must bat in the same order the entire game.
 - f. If a player has an injury or medical condition that he 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.
 - This request must be made prior to the beginning of the game.
 - The courtesy runner will be the individual on the team who made the last out.
 - The courtesy runner must be used every time the player who is requiring the runner makes it safely on base.
 - g. No pinch runners other than the courtesy runner are permitted.
5. Rosters/Schedules/Standings:
- a. All rosters are due to the Site Supervisor/Umpire upon arrival to the first game. All players must read and sign the roster prior to taking the field for gameplay.
 - b. Changes to the team roster must be made by the 2nd week of play. An illegal player, not on the roster or not 18+ years of age, will result in forfeiture of any games he participated in.
 - c. An individual may not play for more than one team in the same league.
 - d. Standings will be updated weekly to the website.

6. Playoffs

- a. Regular season will be followed by a single elimination playoff tournament. All teams will qualify for playoffs.
- b. Tiebreakers for playoff seeding will be handled in this order:
 - Head to head competition between the teams tied.
 - Margin of victory with all tied teams.
 - Fewest runs allowed for team.
 - Coin toss will determine the winner.

7. Inclement Weather Policy

- 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. Rain make-ups will be scheduled at the League Coordinator's discretion. Every attempt will be made to re-schedule rained out games on the same night at the end of the regular season. If a team forfeits their scheduled make-up game, regardless of when it was re-scheduled, another make-up game will not be scheduled.
- c. Revised schedules will be emailed to the captains and can also be found on the website.
- d. There will be no refunds for any games not played due to forfeits or excessive rainouts.

8. Park Rules

- a. 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.
- c. **All players and staff must remain 6 ft apart at all times and practice social distancing.**
- d. **Two Spectators per player are allowed.**
- e. **All players must leave Brentwood Park within 15 minutes of their final game to avoid congregating.**

GAME DAY EXPECTATIONS WITH SOCIAL DISTANCING

5-10 minutes prior to game time	<ul style="list-style-type: none">- Teams arrive at fields.- Report to designated check-in area for health screening performed by Site Supervisor or Umpire.- Report to designated warmup area. Upon Official's approval take the proper dugouts and fields for play.
55-minute running clock begins (two for DH)	<ul style="list-style-type: none">- Games begin.
15 minutes prior to next game time	<ul style="list-style-type: none">- Second game ends. Teams depart immediately to avoid congregating in groups.- Official sanitizes benches, softballs, and frequently touched surfaces.- Site Supervisor begins check-in for next game.