



## City of Cleburne Parks and Recreation Department

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### Adult Slow Pitch Softball Rules Winter 2012

*Our goal is to provide a family oriented activity that promotes physical fitness and a positive social interaction. The following rules and regulations follow this premise.*

#### I. General Information

1. The Cleburne Parks and Recreation Department will closely follow the rules of USSSA. There will be some local rulings.
2. We will not be sanctioned, but reserve the right to join at a later date.
3. By City Ordinance 6-2002-36, no glass containers allowed in any city park or areas adjacent.
4. By City Ordinance 130.20, there are no alcoholic beverages allowed in any city park or areas adjacent.
5. There is no smoking within 25 feet of any City of Cleburne facility; this includes the stands, dugout, restroom, and field of play at Don Moore Park.
6. In case of a tie in the final league standings, that receive awards; league winner will be decided by winning record, number of runs scored versus the other team, and / or total number of runs scored in the season.

#### II. Eligibility and Roster

1. All participants must be at least 16 years and older by the date of the first game. 16 and 17 year old players must have a parental release form obtained from the Cleburne Parks Department. ( Booker T. Washington Recreational Center )
2. All participants for each team must be on the team roster and sign the liability waiver (Official Roster). This waiver will not allow a team to use a non-rostered player, or a player using an assumed name. The City of Cleburne and umpires may forfeit a game when it becomes obvious that an ineligible player has participated. All players should have a valid I.D. with picture, on their person at each game, for verification purposes.
3. An ineligible player must be brought to the umpire's attention before the end of the game.
4. All players must be listed on only one roster in each league. Player will be suspended until removed from all but one roster.
5. Team rosters must be submitted to the City of Cleburne by that team's first game. NO additions will be allowed after the first game.
6. Rosters will be limited to 20 participants, unless previously approved due to work schedules. All rosters must include complete PRINTED names, phone numbers, address, and SIGNATURE. THIS FORM IS ALSO A RELEASE WAIVER FOR THE CITY OF CLEBURNE.

### **III. Equipment and Uniforms**

1. The City of Cleburne Parks and Recreation Department will supply the balls for the league.
2. Each team will supply their own bats. A list of illegal bats will be agreed upon between the City of Cleburne Adult Athletic Coordinator and the Cleburne Umpire Association. The umpires from this association will be responsible for recognizing and removing any illegal bats from league play. ANY bat the umpires deem unfit, unsafe, illegal, reworked or suspicious will be removed from the game, no questions asked. A list of illegal bats will be compiled and presented to league coaches before the season starts.
3. The Wednesday night Men's competitive D league will use the 3 + 3, then 1 and 1, home run rule. The Monday night Coed league will not be allowed a home run ball. The Tuesday night Men's E league will be allowed one home run.
4. Shoes - must be worn by all players. Metal cleats will not be allowed.
5. Jewelry – No wrist watches, dangling bracelets, hoop style or large earrings, neck chains that hang outside the shirt, rings, - anything with rough edges can be worn. Smooth surfaced rings and stud style earrings are at the discretion of the umpire.
6. Uniforms – each team will have a uniform shirt with non-duplicated numbers on the back. The numbers must be permanently affixed and the shirts must be the same color. Offensive print of any style will not be allowed on team shirts.

### **IV. Playing Rules**

1. All rules will follow that of USSSA. Any additions or exceptions are listed in the following.
2. All teams will have a field of 10 players in Men's D and Men's E leagues, and 5 Men and 5 Women in the Coed league. A team may start a game with 9 players and the 10<sup>th</sup> may enter at any time, with the umpire's approval. The 10<sup>th</sup> position will be an out, during the batting sequence, until the 10<sup>th</sup> player shows up. If for any reason, the player number falls below 9, injury, ejection, etc, the team will have to forfeit the game. In the Coed league players can play anywhere they want, but batting order has to be male/female/male etc. If the male batter is walked, the female batter gets an automatic walk if she so desires.
3. Each game will consist of 6 innings, 45 minutes, or the run rule is invoked. If the game passes 45 minutes, the next inning each batter will get only 1 ball and 1 strike. (no foul balls)
4. The game will be played with the 1-1 rule. To expedite play, all batters will have a 1 ball and 1 strike count at the start of their bat.
5. The game over/run rule will be as follows:
  - a. 20 runs ahead after 3 innings
  - b. 15 runs ahead after 4 innings
  - c. 10 runs ahead after 5 innings
6. Due to timing of games, there will be no infield practice prior to the game. In the event of a forfeit, the winning team can practice for 30 minutes.

7. The umpire will explain the field ground rules at the pre-game meeting at home plate.
8. Abusive and/or foul language will not be tolerated. Don Moore is a public park, and the umpire will ask the participant to leave the park immediately. If this conduct leaves the team short by less than 9 players, the team will forfeit. Issues of misconduct will be dealt with on a case by case basis, by the Parks and Recreation Department. The Parks Department reserves the right to eject a player from league play for violation of City Ordinance 130.08.
9. HALO rule – this rule has been put in place to protect the pitcher. A line drive ball hit back at the pitcher, within the parameters of head to knee, and arms outstretched, will be deemed a dead ball, and an out. All runners will return to their previous base. This rule is not up for interpretation; it is solely the judgment of the umpire. Ground balls hit back at the pitcher are ok. If the pitcher moves away from the mound after the pitch is delivered, and a line drive still goes up the middle, it is still an out.
10. All participants must remain in the dugout during their time at bat, with the exception of the base coaches, runners, batter and the next batter.
11. Slung bat – Any bat thrown in anger, will result in an automatic ejection of that player from the game.
12. Any player ejected twice during the season, for any reason, will be suspended from playing for the rest of that season.

#### **V. Protests**

1. This is solely a recreational league and is intended to promote social well being, fun and physical fitness for our community. Any protest by a team will be resolved by the Parks & Recreation Representative and the Head Umpire with the final decision by the Parks & Recreation Representative.

#### **VI. Rainouts**

1. The City of Cleburne Parks & Recreation Department will be responsible for determining the playability of the field. A decision will be made by 4 pm. An email notification will be sent out to the team coach's email address. Calls can be made to the Booker T. Washington Recreational Center, at 817-556-8858. The umpire will have the final decision on inclement weather, ie; thunderstorms and lightening, after the 4 pm time. This may result in a game time decision. The decision by the Parks & Recreation Department will be final.