

Adult Softball Rules

League and tournament play shall use USSSA rules with the following modifications:

Rosters and Eligibility

- All participants must sign a Mountain Recreation roster/release form prior to league or tournament play. Mountain Recreation adult spring/fall softball will use an open roster throughout league and tournament play.
- Team fees and rosters must be turned in to Mountain Recreation staff prior to the first scheduled game. Fall and spring leagues allow open rosters.
- Players must be 18 years of age at the start of the current season to play. ID's will be checked if need be. If player is found to be ineligible by age, then any game they have played in will be a forfeit.
- Rosters will be finalized the team's third week of the summer season. Rosters are open for spring/fall.
- It is the team's responsibility to make sure a roster is completed. If there is no roster on file and a roster is contested, the result will be a forfeit.
- After a team's third week, they may only pick up *one player to keep from forfeiting* (playing with 8: 7 from your team + 1).
- Players must play in 3 season games to be eligible for the playoffs.
- If a team has any player playing who is not on the team roster and is not given the OK to play by the opposing team captain, the result will be a forfeit. It is the captain's responsibility to challenge any suspected ineligible player before the end of the 1st inning, or the end of the first inning the player plays in if they arrive late.
- For summer league play, lower teams may only have two upper players on the lineup card. A lower team may pick up a third upper player to make a team of 8 to avoid a forfeit.

Game Length & Run Rules

- A regulation game is 7 innings. No inning may begin after 55 minutes of play, except for a tie game. An inning shall be considered started after the 3rd out of the bottom of the previous inning is made. If a pitch is delivered with time on the clock and the out is recorded after time expires that out is considered the 3rd out and a new inning will start. Tied games will be decided by the 'International Speed-up Rule'.
- **'International Speed-up Rule.** The extra inning shall begin with one out and the last out of the previous inning shall be placed on second base. All batters will bat with a full count and no courtesy fouls are allowed. Play continues in this manner until one team is ahead at the end of an inning.
- Game will be automatically called after:
 - **20 runs after the 3rd inning – Flip Flop after the 2nd inning**
 - **15 runs after the 4th inning – Flip Flop after the 3rd inning**
 - **10 runs after the 5th inning – Flip Flop after the 4th inning**
- If a game is suspended due to weather, it is considered complete if 3 innings or 35 minutes were played.

Equipment

- Metal or detachable spikes are not allowed.
- Mountain Recreation will provide one new and one good used ball for each game. It is the responsibility of the hitting team to retrieve foul balls and home runs.
- All foul and home-run balls are required to be returned after the half inning. If they are not returned, then the hitting team will be required to retrieve all balls before the next half inning begins, while clock is running. If team does not retrieve balls in timely matter, or utilizes this rule to run the clock out, then that team will forfeit the game.

Bats

- All bats must be sanctioned by USSSA.
- Any addition to the bat, knob, or handle of a bat is altering the bat if it adds any length to the bat and/or weight. Also, includes any shaving, addition to bat, doctoring of bat, or modification of bat. This is strictly

prohibited and will suspend or expel any player/team who is in violation of this rule, including permanent ban from Mountain Recreation leagues. This will include the owner of the bat and player who was using the bat.

Game Play

- Line-ups must be given to the umpires before the game begins.
- All players may bat (max of 20) and any ten may play the field. The batting order may not be changed once submitted to the umpire, except per USSSA rules.
- A minimum of 8 players is required to start and finish a game. Late arriving players are added to the end of the batting order. A team with 7 players will automatically be the visiting team and must have 8 players before the bottom of the 1st inning begins, or the game is a forfeit. If a team does not have enough players to begin, the opposing manager may allow an additional 5 minutes for players to arrive. The game clock shall run during this 5-minute grace period. Umpires do not work forfeits.
- Batters come to the plate with a 1-1 count. If the batter hits a foul on the 2nd strike, they will get a courtesy foul. The next hit ball must be a fair ball.

Pitching Rules

- Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching mound. The pivot foot must be in contact with the pitcher's mound when the ball is released. The free foot has no restrictions on position.
- The pitched ball must arc at least 6 feet after leaving the pitchers hand and before it passes any part of home plate. The pitched ball shall not rise any higher than 10 feet above the ground.
- The strike zone will consist of the plate and the mat behind the plate.

Balls Used

- Upper: Core .44
- Lower: Core .40
- Combined: Core .40

Home Runs

- Upper: 3 & 1 Up
- Lower: 1
- Combined (Spring/Fall): 1 & 1 Up
- Homeruns over the limit will be an out.

General Rules

- Courtesy Runner Rule – Courtesy runners shall be identified before the game starts. The player who needs a courtesy runner will be identified to the umpires before the game at the managers meeting. The umpires will then notate on the score sheet, who will be using a courtesy runner. The only other time a courtesy runner will be utilized is for injuries, other than this notation before the game. Any other courtesy runners will not be allowed. The courtesy runner will be the last out of the inning. If there are no outs in the inning it will be the last out of the previous inning. Once a courtesy runner is established, before the game, that player will have to use a courtesy runner throughout the duration of the game.
- Speakers/music will not be allowed in dugouts.

Co-Rec Rules

- Batting order shall alternate between male and female. To start and finish a game, a team must have at least 5 males and 4 females, or 4 males and 4 females.
- Females bat with 11-inch softballs and males bat with 12-inch softballs. If the wrong ball is pitched to the batter, the offensive team has the option to accept the result of the play or hit again with the correct ball.
- When a male batter receives a walk, he is awarded 1st and 2nd base. The next female batter has the option to walk or bat.
- Defensively, 5 males and 5 females play the field, or if short females, teams can play 5 males and 4 females. Two males and two females must play in the outfield and the infield. The pitcher and catcher must be of opposite sex. Outfielders must be behind the 200' line when the ball is hit.