

LAWRENCE PARKS AND RECREATION
Adult Softball By-Laws

Revised March 15th, 2024

I. RULES

- A. Official guide of play for City League is the current USSSA Softball Rule book, unless superseded by the following City League Softball Rules:

II. UNIFORMS AND TEAM REGULATIONS:

- A. All players who play in a game MUST have a shirt or jersey, recommended same color, but not mandatory.
- B. If a cap is worn, it must be baseball style cap or visor. Bandanas are legal headgear, but must be worn around head. No other style is permitted during a game including plastic baseball caps.
- C. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game.
- D. The umpire will keep official score for each game. Teams may keep a book if they chose but must bring their own book to each game. Any team or player of the team that knowingly manipulates the score, batting orders, etc., will be the cause of that team forfeiting that game and being banned from the league for the remainder of the playing season.

III. STARTING TIME AND FORFEITURES:

- A. A team must have at least 8 players in the score book or on the field to start and continue game.
- 8 player rule: If a 10 person team has an injury they may continue to play with 9 players and the injured player will be removed from batting order. This rule applies until the minimum number of players is reached (8). After that a team will not be able to play and will forfeit.
- B. Game time is starting time: Monday-Friday: 6:15 PM-9:15 PM. Sunday: 1:00 PM-10:00 PM
- Exception: If a team does not have 8 players, the opposing team's manager can give them a 10 minute grace period. Only 55 minutes will be allotted to complete the game (10 minute grace period included)
- C. Officials will use their watch or time piece as the games official timing device.
- D. Teams who use the (EH) or Extra Hitter will be allowed to continue a game with as few as (8) players.
- E. As additional players arrive teams can add to batting order up to twelve (12) players with no penalty.
- F. Forfeit rule: – If a team forfeits more than 2 games, the team will ineligible for post season tournament and will be subject to suspension from any further league competition with **NO REFUND**. If teams are not able to play, we encourage them to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games so that the opposing team's manager can be contacted. If a team forfeits any games without contacting the Adult Sports Office within the time mentioned above, that team will not be eligible for post season tournament or league championship awards. The Adult Sports Office will not reschedule any games other than those canceled by the league office.

IV. LENGTH OF GAME:

- A. Official starting time will be designated by the plate umpire. Starting time is to be notes on the score card by the umpire. Please do not waste time getting organized, your start time is game time.

- B. League Games – A game shall consist of seven (7) innings or a (55) minute time limit and no new inning shall start after time limit. Five (5) innings, or 4 ½ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.
- C. In the event of a tie at the end of regulation play and/or time limit the tie will be broken based on the International Tiebreaker Rule. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off/scheduled batter, the number four batter in the batting order will be placed on second base as a runner. A substitute may be inserted for the runner using the normal substitution rule). This is not sudden death and both teams are allowed to bat. The batter will come to the plate with a 3-2 count and will NOT have a courtesy foul ball.
- D. Maximum Run Rule and Flip/Flop Rule—All Leagues: In the inning when the run rule for that particular league is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

Note: The following table shows the run rule and when the flip/flop rule takes effect.

Run Rule and when to Flip/Flop:

All Leagues: 15 after 3 | After 2nd inning
 12 after 4 | After 3rd inning
 10 after 5 | After 4th inning

V. ADDITIONAL GAME RULES AND SPECIAL RULES FOR SLOW PITCH:

- A. Tennis shoes or rubber cleated softball shoes must be worn; no metal spikes by any player will be allowed.
- B. The official bat must bear an USSSA or ASA certified stamp on it.
- C. Pitching distance will be 50 feet and base paths are 70 feet for all leagues.
- The pitcher is allowed to release the pitch up to 6 feet behind the pitching rubber. The pitch must be released before crossing the pitching rubber.
- D. A pitchers ball must have a 5-foot minimum arc and no more than a 10-foot arc from the ground.
- E. “Pump fakes” are allowed only in the Double Header (DH) Leagues.
- F. Each batter will begin with a 1 ball and 1 strike count. A courtesy foul ball will be given to the batter after two strikes.
- G. No bunting of the ball is allowed during a Slow-pitch game. The ruling is an automatic out.
- H. No defensive player may play in front of the pitcher until the ball is struck by the batter.
- I. The official LPRD league ball must meet the following criteria:
- Men’s League- Must be a 12 inch core 52/300 compression with an ASA or USA certification stamp. Also allowed are USSSA balls with a Classic M, Classic Plus, or Pro M stamp.
 - Women’s League- Must be an 11 inch core 44/375 compression with an ASA or USA certification stamp. Also allowed are USSSA balls with a Classic W stamp.

- Men must use a 12 inch ball and women must use an 11 inch ball. In Coed leagues men will hit 12 inch ball, women will hit at 11 inch ball when batting.
- J. Each team will hit their own ball. Home team is designated by the schedule. **Exception: Home team is designated by standings for all post season tournaments.**
- K. Two (2) EXTRA HITTERS (EH): Two EH's may be used for the entire game. Either EH may rotate into and out of a defensive fielding position during the game.
- L. PLAY: During the ball game, the ball must be returned to the pitcher, it may not be thrown around the field after each out.
- M. All leagues are structured with over-the-fence home run limits per team which are as follows:
(All home runs hit excess of these limits, batter is ruled out.)
- Class A (formerly Friday DH Red) – Eight home runs are allowed plus 1 up
 - Double Header (DH) – Five home runs are allowed plus 1 up
 - Weekly – Three home runs are allowed plus 1 up
 - Recreation – One homerun is allowed
- NOTE:** The one-up home run rule is in effect, once both teams have reached their respective home run limits, either team may hit an additional home run; however, no team may ever go more than one home run up on the other team. Any additional home runs above the (1 up) will be scored as an out. The home team cannot go 1-up after the 6th inning or after time limit has been reached
- N. All player substitution rules are in accordance to the USSSA rules.
- O. Courtesy Runners are allowed using the following guidelines:
- Men's/Women's: One courtesy runner per inning. Courtesy runner may be anyone in the lineup, NOT roster.
 - Co-Ed: One courtesy runner per inning per gender. Courtesy Runner can be anyone in the lineup, NOT roster.
 - If a courtesy runner is on base when it is his/her time to bat, the batter, not runner, will be out.
- P. Post season tournaments will be played in WEEKLY and DOUBLE HEADER (DH) divisions only. In RECREATION division teams will play a round robin schedule with no standings kept and no awards given.
- Q. Pitchers have the option of using a pitching screen. The screen maybe used during any game by any pitcher.
- If a batted ball contacts the pitchers screen it is deemed a foul ball and will count as a courtesy foul.
 - Pitchers will not be allowed to come out from behind the screen to play as an 11th defender.
- R. Music is permitted during game time with the expectation that all explicit songs are censored. Only the batting team is permitted to play music during gameplay.
- S. Umpires will now be enforcing the USSSA "Mockery of the Game" Rule, wherein a player or team may not perform any act deemed making a mockery of the game (i.e. running the bases backwards, letting fly balls drop intentionally, poor sportsmanship, etc.) In any game, a first offense will result in a warning, and a second offense will result in a forfeit on the offending team.
- T. Complex rules are to be enforced by umpires and the complex supervisor on duty. Complex rules are posted at the entry point to the complex and include the prohibition of alcohol and pets inside the complex. Players and spectators are subject to this rule. The first warning will be to ask the participant to take the pet or alcohol out of the complex, second warning will be an ejection of said participant, and the final offense will be punished by forfeiting the team's game(s) that night.

SPECIAL RULES FOR WOMEN'S AND COED "RECREATION LEAGUE" PLAY

- A. An inning will be ended by three (3) outs or when 5 runs have been reached by one team in a half inning until the last inning. Once a team scores 5 runs the half inning will be complete regardless of outs. This will now apply to all innings.

VI. SPECIAL RULES FOR COED PLAY:

- A. Players: Team on the field must consist of 5 men and 5 women with no designated positions on the field. If Extra Hitter's are used or added, team must consist of 6 males and 6 females.
- B. Game can be started with 8 players (4 of each sex).
- C. If a team has 9 players (4 women/5 men or 5 women/4 men), the vacant spot in the alternating batting order will be an automatic out. If a team starts a game with 9 players but finishes with 8 players, the automatic out will be removed and team will be able to finish with 8 (four men & four women) and the lineup will not maintain the male/female alternating batting order. If a Coed team begins with 12 players (male & female EH) but finishes with 11, the vacant spot will become an automatic out or the corresponding player in the batting order can be removed to maintain the male/female alternating batting order and finish with 10 players and no automatic out. An inning or the game can end with an automatic out.
- D. Men and women must alternate in the batting order.
- E. Any walk to a male batter (intentional or not) will result in a two base award. The next batter, a female will have the option to hit or walk.
- F. NO pump fakes are allowed in any league.
- G. In Coed, teams may only have 6 players (including pitcher and catcher) play in front of the 200 foot line prior to the ball being hit.
- H. All six (6) players who are in front of the 200 foot line must be on the dirt prior to the ball being hit.

Penalty for violating this rule is as follows:

1. Batter may elect to allow play to stand
2. Batter may elect to replay pitch