



Adult Softball League

Rules & Regulations

League Administration

1. **Team Management:** Each team must designate a Team Manager responsible for communicating roster information to league organizers.
2. **League Classification:** All leagues will be classified as Recreation.
3. **Team Registration Fee:** The registration fee for each team is \$600.
4. **Roster Eligibility:**
 - a) All players must be 18 years of age or older as of the first game date.
 - b) Age verification may be conducted at any time. Players must provide a valid photo ID (e.g., driver's license, tribal ID, or passport) upon request.
 - c) Maximum roster size is 20 players.
 - d) **Roster Freeze:** Rosters are frozen after Week 3. Additions and deletions are permitted during Weeks 1-3.
 - e) **Tournament Eligibility:** Players must participate in a minimum of 1 game by Week 3 and 2 games by Week 5 to be eligible for the league tournament. Lineups will be verified throughout the season.
5. **Facility Policies:**
 - a) **Music:** May be played in the team's dugout. Music must only be of a volume that can be heard in that team's dugout—no vulgar or offensive music. Umpires and Site Supervisors can request a team to change the music, turn the volume down if it is too loud, or turn the music off completely.
 - b) **Weather Policy:** Games will be played as scheduled unless weather conditions become unsafe or field conditions become unplayable. Teams should assume games will proceed as planned until an official cancellation is announced. Teams will be notified of any game cancellations via Team Sideline. All canceled games will be rescheduled and made up at a later date.



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- c) **Alcohol:** Alcoholic beverages are prohibited in City Parks. Any player/ team that is found drinking or under the influence of alcohol before or during a game may be suspended indefinitely, which could result in being dropped from the league.
 - d) **Smoking/Vaping:** Use of tobacco products is strictly prohibited.
6. **League Officials:** Umpires and League Staff are employees of the City of Maricopa. Interference with their duties is prohibited. Disagreements may result in the denial of entry or participation. Umpire judgment calls are final and cannot be protested.
7. **Refund Policy:**
- a) Teams withdrawing 2 weeks before the first league game will forfeit their registration fee.
 - b) Teams ejected from the league will forfeit their registration fee.

Code of Conduct

1. **General Violations and Sanctions:** Violations of the Code of Conduct may result in ejections, suspensions, and bans from the City of Maricopa Adult Sports Programs. All participants must sign the Code of Conduct at the time of player registration.
2. **Ejected Player Penalties and Suspensions:**
 - a) Any individual (player, spectator, or team supporter) ejected from a game by an umpire/official or Site Supervisor will receive a minimum one-week suspension from *all* City of Maricopa leagues. This suspension will be served before the individual is eligible to participate in any City of Maricopa league. Following the suspension, the individual will be placed on probation for the remainder of the season in all leagues in which they participate.
 - b) A team incurring two or more ejections during a single season in a given league will be placed on probation and may be subject to indefinite dismissal from all City of Maricopa leagues.



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- c) Any player ejected twice during a single season in any City of Maricopa league will be removed from *all* leagues for the remainder of that season and may be subject to indefinite dismissal from all City of Maricopa leagues.
 - d) Suspended individuals are prohibited from being on-site at any City of Maricopa Sports League game or event for the duration of their suspension.
 - e) Any individual ejected from a game must immediately leave the premises. Refusal to leave constitutes trespassing and will result in an extended suspension. Law enforcement (police or Park Rangers) will be contacted in cases of refusal.
3. **Physical Assault:** Physical assault of an umpire/official, city staff member, player, or spectator by any player or team manager is strictly prohibited. Any individual found in violation of this rule will be ejected from the game and banned from all City of Maricopa sports programming. Furthermore, physical assault may result in legal prosecution.
4. **Fans:** Team Managers are reminded that they are responsible for the conduct of their team, supporters, fans, and children before, during, and after games. This includes unsportsmanlike remarks, gestures, and comments, as well as monitoring children (for their safety). Additionally, any act of vandalism, threats, or direct contact with game umpires/officials constitutes liability for prosecution.

League Play

1. **Rules of Play:** All games will be governed by modified "UTrip" softball rules, supplemented by Maricopa House Rules.
2. **Schedule and Tournament:** The regular season will be 7 double-header games, followed by a single-elimination tournament. Regular season standings will determine tournament seeding using the following tie-breaker criteria:
 - a) League Standings
 - b) Head-to-Head Results
 - c) Runs Allowed
 - d) Runs For



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3. **League Structure:** Leagues will be run with teams playing each other, alternating home and away. However, depending on participating teams, a league can be structured with two conferences, Uppers and Lower. Throughout this style of league play, Upper and Lower teams can go head to head, in which case games will go on the respective teams' record but will be played as non-conference games. Upper teams will always be home, and Home Run limit & Run Rules will differ for these games; view Game Play Regulations for rule change.
4. **Number of Players:** A game may be played with a minimum of eight players. For Co-Rec Softball, a minimum of eight (8) players is needed to start a game, with four (4) females and four (4) males playing. A team may not end the game with fewer than eight (8) players.
5. **Forfeits:**
 - a) A forfeited game will result in a loss for the forfeiting team. Forfeited games will not be rescheduled.
 - b) A double forfeit will be recorded if neither team has enough players to field a team.
 - c) Games will be forfeited if a team uses ineligible players (players not on the roster, underage players, or players who have not met minimum game requirements).
 - d) Teams have a 10-minute grace period from the official game time start. If a full team is not present by the completion of the 10-minute grace period, the game will be declared a forfeit. A team must start and finish a game with eight or more players. As soon as the eighth player arrives, the second game may begin. The team that is short of players has an 8-minute grace period after the second officially scheduled game time. If a full team is not present before the 8-minute grace period is complete, the second game will also be declared a forfeit.
6. **Forfeit/Runs:** Teams that are forfeited against will receive 7 runs for each game.
7. **Game Length:** All games are 50 minutes or seven (7) innings, whichever comes first. No new innings will start after 50 minutes, with the exception of a tie.
8. **Tie-Breaker Rules:** One extra inning will be played (one at-bat per team) with the last batted player placed at second base with two outs. The game can end in a tie.
9. **Equipment Standards:**



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- a) **Balls:** Only stamped "USSSA" (Classic M's or Pro M's) softballs are permitted.
 - b) **Bats:** Only approved "USSSA" bats are permitted. Bat testing is required.
 - a) Senior bats will not be permitted.
 - b) Bat compression needs to be 240 or higher.
 - c) **Pitchers** are required to wear pitching helmets.
 - d) **First Baseman Gloves** are restricted to the first baseman, pitcher, and catcher.
- 10. Bat Penalties:** When a batter enters the batter's box with or is discovered using an altered or non-approved bat:
- a) The batter is called out, and the batter shall be ejected from the game(s).
 - b) If the previous batter has used the same altered or illegal bat, and a pitch has been made, the current batter is only out. Please see pages 2-3 for player suspensions.

Game Play Regulations

1. Commitment and Scoring Lines:

- a) The Scoring Line extends at least eight feet into foul territory from home plate, as an extension of the first baseline. A run scores when the runner touches or crosses the scoring line *before* a defensive player touches home plate with the ball.
 - i. A runner is out if they fail to touch or cross the scoring line before the defensive player touches home plate with possession of the ball.
 - ii. No sliding into home. If sliding occurs, the runner is out.
- b. The Commitment Line runs perpendicular to the third baseline, approximately 20 feet from the home plate. Once a runner touches or crosses the commitment line, they *must* proceed to the scoring line. They cannot return to third base (returning results in an out), and they cannot be tagged out. Touching or crossing home plate also results in an out.



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- i. If a runner crosses the commitment line before a batted ball is caught in the air, the runner is automatically out.
 - ii. If a defensive player tries to tag a runner who has crossed the commitment line, the runner is safe, the run scores, and the play is dead.
 - c. **No Rundowns:** Rundowns are not allowed between the commitment line and the scoring line/home plate.
 - d. **Home Run Exception:** If a player hits a home run and chooses to run the bases, they may touch home plate or cross the scoring line.
2. **Orange Bag Rule:** The orange bag at first base is designated for runner safety.
 - a. Interference with the white base by the runner will result in an automatic out.
 - b. Fielders are prohibited from using the orange bag for outs.
3. **Co-Rec Defensive Requirements:**
 - a. All league games are played with ten (10) defensive positions. Teams must have at least five (5) women playing defense. Defensive positions are flexible, with no requirement for male or female splits at pitcher or catcher.
 - i. **Exception:** If there are only nine (9) players, you can field four (4) females and five (5) males. All nine (9) players can play defensively. However, the batting lineup must still alternate between male and female batters. This means that the female portion of the lineup may rotate more quickly than the male portion, resulting in more frequent at-bats for female players.
 - b. **Co-Rec Line** - Infielders must remain on the dirt infield until the ball is hit. After the hit, outfielders can move past the 180-foot line, and infielders can enter the outfield grass.
 - i. **Penalty:** If a player violates this rule and a batter strikes out or is thrown out, the batter is awarded first base, and all other runners advance one base. If the batter reaches base safely, they are awarded an additional base, and all other runners advance one base.
4. **Batting Order:**
 - a. Up to 16 players may be included in the batting order.



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- b. In Co-Rec games, the batting order must alternate between male and female players.
 - i. Exception: If there are more female players than male players, female batters may bat consecutively.
 - c. **Players leaving the line-up:** If a player leaves the game for any reason and is not replaced, their position in the batting order becomes an automatic out the *first time* that position comes to bat. After that first automatic out, the vacated spot is removed from the batting order, and the subsequent batters move up.
 - i. Co-Rec Play: If a female batter leaves the game, the batting lineup must still alternate between male and female batters.
 - ii. All players may be included in the starting batting order. Players can freely rotate between defensive positions and the bench without affecting their spot in the batting order. The *batting order itself, however, cannot be changed* once the game begins. **Co-Rec Softball Exception: In Co-Rec softball, if a team has more men than women**, the batting lineup must still alternate between male and female batters. This means that the female portion of the lineup may rotate more quickly than the male portion, resulting in more frequent at-bats for female players.
5. **Pitching Regulations:**
- a. The strike zone includes the plate and the mat.
 - b. Pitch height regulations:
 - i. A pitch must have a minimum arc of 6 feet and a maximum arc of 10 feet from the ground.
 - c. Fake pitches are allowed, but the ball must be released after the third fake. Failure to release will result in a ball being called.
 - d. Illegal pitches are at the umpire's discretion.
 - e. If an illegal pitch is put into play, the result of the swing will stand.
6. **Pitch Count and Walks:**
- a. The count begins at 1-1.
 - b. Foul balls with two strikes will result in an out. None to waste.
 - c. In Co-Rec games, male batters will advance two bases on a walk.



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- d. If a male batter walks with two outs in Co-Rec, female batters may take first base.
- 7. **Courtesy Runners:**
 - a. Two courtesy runners are permitted per inning. Pitchers may have an additional courtesy runner. Male courtesy runners must run for male batters, and female courtesy runners must run for female batters.
- 8. **Home Run Limit:**
 - a. Teams are allowed 3 home runs per game.
 - b. The one-up rule, which applies to both leagues, allows any team that has reached its home run limit to hit another home run as long as they are not more than one home run ahead of the opposing team.
 - c. Any home runs above this limit will result in an out.
 - d. Homerun rule will not apply when an Upper and Lower team play each other; homeruns will be unlimited.
- 9. **Run Rules:**
 - a. Games will end early based on the following run differentials
 - i. 20 runs after 3 innings
 - ii. 15 runs after 4 innings
 - iii. 10 runs after 5 innings
 - b. As Upper and lower teams go head to head, a run rule per inning will be in effect. If a team reaches 7 runs in one half inning, the half inning will be over, with the offensive team then going into the field.

By adhering to these rules, we can ensure a fun, competitive, and safe environment for all participants. We appreciate your cooperation and wish you a successful season!