



Adult Softball Rules (SUMMER 2025)



Concord rules are based on USSSA softball rules. Any information not found in the following rules should be referred to USSSA rules and regulations @ www.ussa.com

Athletic Hotline: 704-920-5640 League Supervisor: Zack Roehrs (704-920-5618)

League Rules & Regulations

Article 1 – Goals

- Section 1. To provide an organized athletic league that promotes fun, fellowship, competition, and good sportsmanship.
- Section 2. To provide an opportunity to engage in constructive leisure pursuits.

Article 2 – Organization

- Section 1. The league supervisor will be in charge of the league and responsible for the organization and functioning of the league; will decide on all matters and policies pertaining to the league; shall cooperate in every way to make the softball program successful.
- Section 2. Each team manager shall be responsible for the conduct of the team and fans and for the handling of their team business. Team manager is the only one authorized to speak to officials pertaining to interpretation of the rules. (Revised 6-26-23)
- Section 3. The league supervisor shall keep all records of teams, players, and business handled by league. League Supervisor will be responsible for drawing up schedules, rules, and standings.
- Section 4. No Alcoholic beverages are allowed on Concord Parks Recreation facilities. If you are caught with alcohol, you will be asked to leave the facility and will be suspended until further notice (7/6/16)
- Section 5. Games will be played at WW Flowe Park and Pitts School Road Elementary
- Section 6. Teams will be responsible for having shirts with numbers on back and no duplicating numbers. (Revised (9/2/21)

Article 3 – Eligibility

- Section 1. A team roster must be registered on Team Sideline before the first scheduled game. Your team will forfeit each game played until your team roster is registered with Team Sideline. (Revised (3-30-22)
- Section 2. Players must be 16 years of age before the first scheduled games of the playing season.
- Section 3. There is a limit of 20 players on league team rosters for all leagues.
- Section 4. A player's name must be on the roster with a valid photo and enrolled by the team's sixth regular season game to participate. (Revised 6-3-25)
- A team may add players up to the sixth regular game. A team can add players if their numbers drop to 9 or below after the sixth regular season game, but must seek approval from league supervisor. (Revised 6-26-23)
- Section 5. Players must play in two regular season games to be eligible for playoffs. (Revised 7-8-23)

- Section 6. All players must check in at the roster table to check in on game days. If a player is late, they must still check in at the roster table. If a player does not check in, they will be deemed as an ineligible player and a forfeit would occur. (Revised 3-30-22)
- Section 7. Players caught playing under an assumed name will be ineligible for the remainder of the season and subject to suspension for 1 year. The team manager will also be suspended for 2 games. All games in which ineligible player played will result in a forfeit.
- Section 8. Pick up players are allowed in all leagues. The pick-up player must be on an approved roster for that season. The site supervisor must approve of the pick-up player. Pick up players must play at the bottom of the lineup and play the outfield. Pick up players are not eligible for the playoffs. Teams must be PU on the batting lineup beside the pickup player's name. Teams may pick up players in order to make 9 only. In Co-ed, a team can pick up a 10th player if their team has 3 women only, but it must be a female player. (NEW 7-8-23)

Article 4 – Unsportsmanlike Conduct

- Section 1. A player or coach ejected from a game for unsportsmanlike conduct (arguing, throwing equipment, profanity, etc.) will be suspended for two games. (Two game suspension). (Revised 4/6/23). If the unsportsmanlike ejection is during a team's last game of the season, they will be suspended for two games the next season he/she plays. (Revised 6-7-23). The player or coach must leave the facility if they are ejected for unsportsmanlike conduct (NEW 6-26-23).
- Section 2. A player or coach ejected from two games will be suspended from the league for the remainder of the season.
- Section 3. Players, coaches, and spectators who engage in fighting behaviors before, during, or after the game will be subject to disciplinary actions. This includes: (NEW 2-27-25)
- A. Attempting to strike a person(s) utilizing the arm(s), hand(s), head, leg(s), foot (or feet), or any equipment, irrespective of whether contact occurs.
 - B. Initiating a confrontation by engaging in unsportsmanlike conduct (such as profanity, inappropriate language, obscene gestures) toward an opponent, official, spectator, or game staff that provokes retaliatory actions.
- Section 4. Individuals found to be responsible for engaging in fighting behavior will receive a suspension from all Concord Parks and Recreation leagues, programs, recreation centers, and park facilities for a minimum duration of one (1) year from when the incident occurs. In cases where the severity of the altercation warrants, additional suspension duration may be implemented. (NEW 2-27-25)
- Section 5. If a team shows continued unsportsmanlike conduct during of a game or during the season, the game and seasons remaining games will be forfeited to their opponent (s).
- Section 6. A player or coach who does not abide by the rules and regulations set forth by Concord Parks and Rec Department will be suspended from the league.

Article 5 – Protest

- Section 1. All protest will be handed within 24 hours. Protest must be made before the next pitch is thrown at the time of the infraction to the umpire. Umpire to notify scorekeeper and site supervisor. NO JUDGEMENT CALL CAN BE PROTESTED. A \$100 cash protest fee must be submitted to the Athletic office and written protest within 24 hours, for all protest including illegal players, and it is refundable if the protest is upheld.
- Section 2. Rule interpretations and illegal players will constitute a legal protest.

Article 6 – Playing Rules

***USSSA official rules and regulations govern all league play with the following expectations:**

- Section 1. The league supervisor may add to and alter existing rules at any time to keep the program goals and objectives attainable.
- Section 2. The 10 run rule shall be in effect for all games after five innings of play, 15 run rule shall be in effect for all game after four innings of play. If the visiting team is losing by 20 runs after two and one half innings, the game is over. If the home team is losing by 20 runs after 3 innings, the game is over.
- Section 3. Ball Rules

USSSA Classic M (40-core/325), ASA (52-core/300), or Classic Plus NSA/ASA (52-core/275) are eligible balls for play. All leagues will use a 12-inch yellow softball. You will go up to bat with a 1-1 count. Each team must provide their own ball. (Revised 6-9-25)
- Section 4. There is a limit of 7 home runs per team (over the fence home runs only). Any home run after the limit will be considered an out and runners will not advance. You do not have to run the bases on a home run.
- Section 5. Teams may add a 9th & 10th player to the lineup at anytime without penalty. Players must be placed at the bottom of the batting lineup. All leagues will be allowed to bat 12 players max at the start of the game. The 11th and 12th batting positions or AH (Additional hitters) must be declared before the start of the game, meaning in the original lineup. Co-ed teams may also have a DH for the pitcher position only. (Revised 4-18-23).
- Section 6. There will be a 10 minute grace period on the first scheduled game. The time will be taken away from game time. The scorekeeper/umpire will keep the time.
- Section 7. Men's Open & Co-ed
Teams can start with 8 players but the 9th batting position will be an automatic out until the 9th player arrives or a pick-up is approved. He/she will be placed in the 9th batting position. Teams can add up to 10 players in the lineup if they start with 8 or 9 players. The 9th and 10th player must be put at the bottom of the line up. (Revised 4-6-23).
- Teams who start with twelve players can finish with eleven players. Under the following circumstances: a player must leave for work, etc; a player gets injured and is no replacement. No penalty is assessed when that player's position comes to bat. It is skipped in the lineup. A team that has a player ejected must replace that player in the lineup with an eligible rostered player, no pickup player. If there no replacement then

there will be an out when that player's position comes up. Once you drop to 10, 9, or 8 players, you cannot reenter players to the game to the original starting number.

Co-ed Play only

Teams must have at least 4 women in the lineup with 10 batters or less. If a Co-ed team has only 3 females, then the team is eligible for any female to bat in the 4th female spot. A team that is batting 11 or 12 batters must at least have 5 women in the lineup. At no point can 3 male batters in a row. If a woman gets injured which results in 3 males batting in a row, any women on the roster can bat in her spot, including those already in the batting lineup. When a male batter is walked, he automatically moves to second base if a female batter follows him in the line-up. The female batter has the option to walk or hit (Revised 3-6-24)

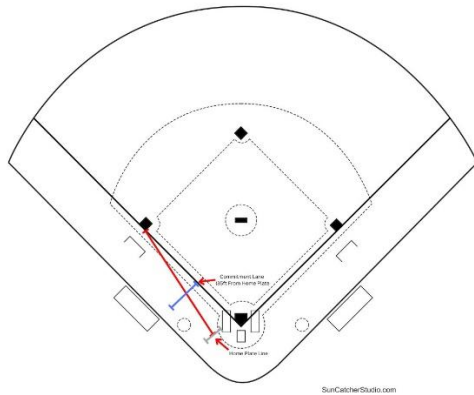
Co-ed Field Play

Co-ed Players may play any position on the field, however there must be a minimum of 4 females on the field at all times. The only exception is if only 3 females are available. (Revised 3-7-24)

- Section 9. All players are required to wear a numbered shirt during all games. Penalty: Players is removed from game.
- Section 10. There will be a 1-hour time limit on all regular season games and tournament games. Time will start with the first pitch (Revised 4/3/2014)
Exceptions:
A. If the game is tied at the end of the time limit.
 a. Extra innings will be played until a winner is determined.
 i. The last out of the last inning will start on second base for each team during the extra innings until a winner is declared. No courtesy runner will be allowed for this runner.
 b. If the home team has not had their time at bat at the end of the time limit
 c. Championship Game will not have a time limit. These games will go 7 innings. The run rule still applies in these games.
- Section 11. A game will be an official game after five innings has been completed (4 ½ inning) if the home team is ahead or if rain or suspension for inclement weather or other related matters occur. Tournament games will resume where they left off if the game is not an official status.
- Section 12. Regular season games suspended before an official game status will be replayed from the beginning.
- Section 13. Teams not abiding by the rules and regulations will be subject to dismissal from the league without a refund of team entry fee.
- Section 14. In case of a tie in the league standings, tournament pairings will be determined by the following: Head-to-Head, then runs allowed, runs for, and if still tied a coin flip.
- Section 15. Games will not be rescheduled due to conflicts with other activities. If you know of functions or events that prevent you from playing on a given date, please notify the athletic supervisor before the schedule is made out so that arrangements can be made.
- Section 16. Teams may practice on a field if a game is declared a forfeit for 50 minutes only.

- Section 17. Any team forfeiting three games because of a lack of players will be suspended from the league. No entry fee will be returned. Teams must notify the supervisor about all forfeits.
- Section 18. Any team or player that withdraws from a game or removes its players from the playing field will be dismissed from the league and all games canceled that are scheduled. Entry fee will not be refunded.
- Section 19. Teams will be allowed a total of 2 courtesy runners per inning. Courtesy runner does not have to be the last out. Co-ed Runner must be the same gender. (Revised (3-7-25)
- Section 20. Only team roster players are allowed to play on a team, unless a team is eligible to pick up players. Players are allowed to play in different divisions as long as they are rostered. (Revised 9-2-22)
- Section 21. Bats must be legal under USSSA Adult Softball rules. WWW.USSSA.COM.
- NO altered bats are allowed. All teams are to make sure bats used are within the guidelines.
- All bats will be compressed tested before use and must have the current season stamp.
- If a bat is in play (after taking a pitch) and caught not being stamped. The player will be ejected and an out will occur. If a team is caught a second time, then it will result in a forfeit. This will be documented by the site supervisor. (NEW Revised 6-26-23)
- Section 22. All schedules and tournament games are final. No adjustments will be made for any reason.
- Section 23. A safety net will be added at the pitching position; The following rules will apply to the position of the safety net. (1) The net can be up to 4 feet in front of the pitching rubber but must stay within the width of the rubber. (NEW Revised 6-26-23).
- The following rules will apply with the safety net: Anytime the ball hits the net it is a foul ball, therefore if you used your good foul already and you hit the net you are out.
- Section 24. Commitment & Home Plate Line (NEW Added 6/26/24)
- There will be a 6ft commitment line perpendicular to the third base foul line 30 feet from home plate. Once a runner has passed the commitment line he/she cannot return to third base and must continue to the home plate line (located between home plate and backstop), the runner can no longer be tagged out by a defensive player, the defensive player must touch home plate. All plays at home plate will be force outs (once a player crosses the commitment line they can be forced out at home).
- A runner that reaches the home plate line with any part of their body before a defensive player touches home plate with possession of the ball will be safe.
- If a runner touching home plate, runs over the plate or on the infield side (fair territory) after crossing the commitment, makes intentional contact with the catcher will be called out.

The runner will not be out if for any reason a defensive player blocks the home plate line so that the runner cannot be expected to touch it.



Section 25. Extension Mat & Home Plate (Strike Zone) (NEW 9/7/23)

The mat and home plate will serve as the strike zone on a legal pitch. Any legal pitch that hits the mat or home plate will be called a strike. A ball will be declared if it hits the dirt.

Section 26. Safety First Base (NEW 8/29/24)

- A. The batter/runner must touch the orange base on the initial throw to first base from the infield or outfield.
- B. The batter/runner does not have to touch the orange base if returning to the base after over-running, running on a base hit to the outfield, or a re-tag to advance on a fly ball.
- C. If the base runner uses the orange base at any time after the first attempt at the first base and is not in contact with the white base, he/she is considered off the base.
- D. Defensive player must always touch the white base except on any attempt to force the batter/runner out at first base on the initial throw that pulls the defense off of first base into foul territory, this is when the defense and the batter can use either the white or orange base in order to avoid a collision.

Article 7 – Awards

- Section 1. Plaques will be given to the top team in each league for the regular season. Tournament winner will receive t-shirts.