



2025 JCPRD Slowpitch Rulebook



The 2025 USSSA Rule Book will govern play with the following exceptions/clarifications

1. Equipment

- a. Only Pro M, Classic M, Classic M+, Pro W, and Classic W USSSA balls are allowed and must be stamped with the USSSA stamp.
 - i. Pro M and Pro W balls can be purchased at each of the concession stands
 - ii. Only bats with the USSSA Stamp are approved to be used in JCPRD league play
 1. **New in 2023** – USSSA bats with 220 compression will be grandfathered in and are okay to play with during league play. Highly recommended if buying a new bat to buy one with the new USSSA stamp and 240 compression testing.
 - iii. A bat that is determined to be illegal (not USSSA Stamped) will be thrown out of the game, not to be used again
 1. If the bat is determined to be illegal, during or after an at bat (before the next batter steps in the box), then the batter is called out and all runners must go back to their original bases
 2. Illegal bat determinations will be made by the umpire on that field and the complex supervisor at the time
 3. NO METAL SPIKES will be allowed
 - iv. JCPRD Strongly recommends pitchers and infielders wear masks to help avoid injuries

2. Game length

- a. JCPRD League games will be 7 innings in length
 - i. The time-limit for the games will be 55 minutes
 1. No new innings will begin once the 55 minute time limit has expired
 2. The official clock is to be kept by the umpire
 - ii. - Away teams are given a ½ point advantage in the 7th inning or final inning as determined by time limit
 1. In the result of a tie at the end of 7 innings or the expiration of the time-limit, the away team is determined the winner instead of the game going to extra innings
 2. ½ run advantage for the away team is only applicable in the final inning of play (7th or time limit) and will not have any effect on run rules

3. Roster Rules

- a. Each player that plays in a JCPRD league game MUST be on a roster for the current season in play
 - i. Rosters are kept in the office if your team needs to add a player
- b. Teams may bat their entire roster despite only having 8-10 in the field
- c. The batting order must not change during the game
- d. If a team has substitute players, they may enter the field at any time there is a dead ball
 - i. Substitutes must enter the batting order in the same spot as the player that they substituted in for
- e. Men's leagues have the following roster rules:
 - i. A team must field a minimum of 8 players in order to start or continue a game

- ii. A 15 minute, optional, waiting period will be given to team with the correct amount of players to see if their opponent will come up with a legal amount of players
 - 1. After the 15 minutes, the game will be called a forfeit
 - 2. The team with the correct amount of players can call the game a forfeit at game time if they please
 - iii. Females are allowed on the men's rosters but must play by all of the rules in the men's leagues
 - f. Mixed leagues have the following roster rules:
 - i. A team must field a minimum of 8 players in order to start or continue a game
 - 1. 4 men & 4 women must make up the 8 player minimum
 - ii. Teams may play with 9 players
 - 1. Regardless of gender ratio (5 men & 4 women or 4 men & 5 women) an out will be recorded on the missing 10th batter the first time through the lineup. There won't be any outs recorded anytime through the lineup after the 1st time so long as the lineup continues to alternate gender.
 - iii. A 15 minute, optional, waiting period will be given to team with the correct amount of players to see if their opponent will come up with a legal amount of players
 - 1. After the 15 minutes, the game will be called a forfeit
 - 2. The team with the correct amount of players can call the game a forfeit at game time if they please

4. Scoring Rules

- a. In all JCPRD leagues, the mercy run rules are as followed:
 - i. 15 runs after three innings of play
 - ii. 12 runs after four innings of play
 - iii. 10 runs after five innings of play

5. Flip Flop Rule – JCPRD Specific

- a. Will be in play and occurs when the home team becomes the visiting team during the start of a new inning, if they are losing by a certain number of runs. This rule applies when the visiting team is ahead by enough runs to run spread the hometeam.

6. Homerun Limits

- a. HR for any batted ball that goes over the fence
 - i. Does not count as a HR for HR Limits if it touches a defensive player trying to make a play on a ball that was going over the fence per the umpires judgement.
- b. In all JCPRD leagues, the following homerun limits are in effect:

<u>Advanced Games</u>	<u>Intermediate Games</u>	<u>Recreational Games</u>	<u>COED Intro</u>
8 HR Max	5 HR Max	2 Homerun Max	No HR League

7. At Bat Rules

- a. One courtesy foul is allowed for ALL divisions in JCPRD league play
 - i. 3rd foul foul-out is a dead ball. Runners cannot tag and go. Batter is out.

8. Pitching Rules

- a. JCPRD Specific – Pitchers deliver the pitch with their toe on the rubber, or anywhere on the mat behind the rubber.

9. Baserunning Rules

- a. 1st and 3rd base safety step offs
 - i. Baserunners are allowed to step off 1st or 3rd base and into foul territory prior to the pitch being delivered for their own peace of mind
 - ii. Baserunners must retouch 1st or 3rd base prior to advancing to their next base
 - iii. Baserunners can be forced out at 1st or 3rd prior to retagging after a batted ball
- b. One courtesy runner is allowed for ALL divisions in JCPRD league play
 - i. The courtesy runner can be anyone on the roster/line up.

- ii. 1 per inning 1 per gender

10. Forfeit Rules

- a. In an attempt to re-schedule a game, you must call 913-826-2900 by 3pm on the day of your game
 - i. Your opponent will be called and given the option to take the forfeit victory or find a mutual day/time to re-schedule
 - ii. Any call after 3pm will result in a forfeit
- b. For double header leagues, you must have all team members on the field within 30 minutes of the first game time in order to play the second game of the double header

11. Player conduct

- a. Team managers are responsible for the conduct of their players and fans
- b. The umpire has final say on all calls and rules that do not contradict any other JCPRD rules
- c. Ejections are up to the umpires discretion. Examples of reasons for an ejection includes but not limited to the following: Arguing calls, repeated foul language, overly physical play, repeatedly and intentionally hitting up the middle, fighting, and throwing of equipment.
- d. All ejections/incidents will be reviewed by the league coordinator and the sportsmanship committee who will decide whether to suspend certain players or teams

12. County Policies

- a. The Johnson County Park and Recreation District reserves the authority to forfeit any game in which an infraction of league rules has been committed.
- b. The Johnson County Park and Recreation District reserves the right to remove any player from competition for the entire season for directing harmful or abusive language at officials, league supervisors, or individuals of the opposing teams and for unsportsmanlike conduct of any variety.
- c. All personnel employed by Johnson County Park and Recreation District to officiate and supervise games in all leagues have the authority to eject players from the game, from the bench or to stop and forfeit game to the opposition, if, in their opinion, any league rule is abused.

13. Complex Rules

- a. No pets may be brought into the complex at any time
 - i. Anybody who brings a pet will be asked to leave by JCPRD staff
- b. Per State Law, No alcoholic beverages may be brought into or out-of the complex at both Mid America and Heritage Park at any time
 - i. If you or your team are found with outside alcohol you will be asked immediately by staff to throw it away or return it to your vehicle. Game play will stop if needed until the alcohol is taken care of.
 - 1. Player and team information will be taken and reported to the league coordinator.
 - 2. The league coordinator and sportsmanship committee will then determine if player or team suspension will take place.
 - ii. If additional issue arises Park Police will be notified immediately.
- c. No sunflower seeds or gum will be allowed at Mid-America Sports Complex
- d. No explicit music will be tolerated
 - i. Anyone not wanting to abide by this rule will be asked to turn off all music
 - ii. Further action will take place if music is not turned off resulting in suspension of music privileges and possible game forfeit
- e. Any bag or coolers brought into the complex will be subject to search by staff if necessary.

The tie-break procedures for league standings are as followed:

2 Team Tie

1. Head to Head Record
2. Head to Head run differential
3. Season run differential

3 or More Team Tie

1. Run differential is games involving tied teams
2. Season run differential
3. Total runs allowed

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