

Sisters Park & Recreation District offers a non-sanctioned adult softball league for the recreational enjoyment of all participants. Sisters Park & Recreation District is the sole governing body of this program and reserves the right to expel or suspend any team or player from the league for reasons of conduct or failure to observe the rules, regulations, policies or procedures as outlined. Written notification of such action shall be provided by SPRD staff.

All leagues will be played according to the Amateur Softball Association/USA Softball rules with the following exceptions and clarifications. Team Managers are responsible for briefing their respective teams about all league rules, regulations, policies, and procedures. League rules are available online at <http://www.teamsideline.com/sistersrecreation> under the "Rules & Forms" menu tab.

1. ROSTERS

- a. All teams are required to submit a team roster; all players must sign the official team roster before any participation. All player information must be filled out completely and accurately; falsification of player information will result in an automatic player suspension and potential forfeiture of all games played.
- b. All players must be at least 16 years of age to participate. A maximum of three (3) players under the age of 18 is allowed per team.
- c. Players are **not** allowed to play for more than one (1) team.
- d. **Roster additions:** Teams may add additional players to their team until July 18. No additional players will be permitted after that date. Players must be added and approved by the league coordinator before any participation.
- e. **Substitutes:** If a team has less than nine (9) players at game time, teams may use a substitute player from another SPRD team with approval from the opposing team manager and site supervisor.
- f. **Roster checks:** Roster checks may occur at any time at the discretion of the site supervisor or league coordinator. All players are required to have a photo ID with them at all games. Teams found to be using illegal players or players not listed on the team rosters shall forfeit that game.
- g. **Roster min/max:** 10/20 players.
- h. **Ejections** - If a player is ejected for whatever reason, they will be suspended for the remainder of the game PLUS the following game at a minimum. If a player is ejected from two (2) games during the season, they will be suspended from the league for the remainder of the season. A team will forfeit ALL games in which an ejected or suspended player is used.

2. EQUIPMENT

- a. All softball equipment, except game balls and scorebooks, must be supplied by the teams.
- b. All game balls shall use 12" 52/300 balls and ASA/USA Softball approved.
- c. All bats must bear the appropriate ASA/USA Softball certification mark and must not be listed on the *USA Softball Non-Approved Bat List with Certification Mark*.
 - i. Bats must be free of burs, dents, cracks, sharp edges, audible rattles, and show no excessive wear.
 - ii. Bats must be no more than 34" long nor exceed 38oz. in weight.
 - iii. Please visit <https://www.usasoftball.com/certified-equipment/> for a list of legal bats.
 - iv. Any player found using an illegal bat will be considered automatically out.
- d. All players must wear uniforms that are similar in color and style. Matching uniforms with numbers are recommended.
- e. Proper footwear is required; bare feet, sandals, flip-flops, and metal or screw-in cleats are **prohibited**.

3. GAMEPLAY

- a. Games will be **forfeited** after 10 minutes from the scheduled start time. It is recommended that teams arrive at least 15 minutes before the scheduled start time. No additional time will be added for games that start late.
- b. Games will consist of seven (7) innings or a 75-minute time limit, whichever comes first. No new innings are allowed after the 70-minute mark. After four (4) innings have been played, games will be considered final in the event of inclement weather or other subsequent cancellations.
- c. **Extra innings:** In the event of a tie, games shall only go into extra innings if time allows and team managers agree, otherwise, the tie shall stand.
- d. The home team is listed first on the schedule and shall bat second; away team is listed second and shall bat first.
- e. The home team shall keep the official scorebook.
- f. Teams must have a minimum of 9 players to start a game; a maximum of 10 players are allowed in the field at one time and must consist of either 5 men and 5 women **OR** 6 men and 4 women. If a team plays with more men than women in the field, a man must play catcher and an out must be taken whenever 2 men bat back-to-back.
- g. Teams may substitute at any time so long as they maintain the required gender ratio.
- h. **Forfeits:** Any team forfeiting two games will be dropped from the league and forfeit all registration fees paid.

4. UMPIRES & PROTESTS

- a. An umpire will be provided for all games; the umpire shall have final authority regarding all calls.
- b. All protests must be made by the team manager and must be made before the next pitch otherwise the protest will be denied.
- c. All judgment calls (safe/out, fair/foul, etc.) by the umpire are considered final and may **not** be protested.

5. SCORING

- a. **Commitment line:** A home plate commitment line will be used. The commitment line shall be marked perpendicular to the third base foul line 20 feet from home plate. Once a runner has crossed the commitment line, they must proceed to the scoring line. Any runner returning to third base will be out. The defensive team can put the runner out by touching home plate with possession of the ball. The runner cannot be tagged out, any attempt to tag the runner will result in the runner being safe.
- b. **Scoring line:** A scoring line will be used. The scoring line shall be located 8 feet from the back of home plate. The scoring line shall be situated on the imaginary extension of the first-base foul line. The base runner must touch or cross the scoring line. If the runner touches home plate, the runner is automatically out. This rule is in place to prevent potential collisions between the runner and fielder. All plays at home plate are considered a force out.
- c. **Run limit:** After a team scores five (5) runs, the inning shall be over, and the opposing team shall bat. There shall be no run limit during the last inning; teams may score unlimited runs.
- d. **No** 10-run mercy rule shall be in effect.

6. PITCHING

- a. Pitchers must pitch with one foot on the pitcher's plate before the ball is released.
- b. All pitches must be thrown underhand; no windmill or fast pitch is allowed.
- c. All pitches must be thrown with a perceptible arc with a minimum height of 6 feet and a maximum height of 12 feet.
- d. **Strike mat:** a strike mat shall be placed directly behind the home plate. Any legally delivered pitch which contacts either the strike mat or home plate shall be called a strike.
- e. For the pitcher's protection, a small fence will be placed in front of the pitching mound to prevent injury. If the ball strikes the fence, either on a bounce or on the fly, it will be considered a foul ball.

7. BATTING

- a. Each player shall start with a 1-1 count and get 3 balls, 2 strikes. If a batter hits 2 fouls, the second foul ball shall be counted as a strike and result in an out.
- b. **Courtesy Foul** - Batter is out on the second foul ball after the second strike.
- c. **Safety Net/Foul Ball** - any hit ball that strikes the pitcher's safety net is considered a foul ball and may count as a third strike.
- d. Batting order must alternate between men and women throughout the entire order. Teams may elect to "bat the wheel" if they have an uneven number of men and women. An out must be taken whenever 2 men bat back-to-back.

- e. A ball hit by the batter that strikes home plate (not the strike mat) shall be considered a fair ball.
- f. When a male batter receives a base on balls or an intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat. (*The purpose of this rule is to avoid intentionally walking stronger batters*)
- g. Bunting or chopping at the ball is **prohibited** and will result in an out.
- h. Throwing the bat in a reckless manner is **prohibited** and will result in an out.
- i. **Overthrow** - any live ball that goes out of play on an overthrow, all runners advance two (2) bases from the last base possessed at the time of the pitch.
- j. **Home Runs:** Only untouched, over-the-fence home runs are considered in the home run limits. Each team shall be limited to three (3) home runs per game. Any additional home runs shall be considered a double. The batter and all runners on base are not required to run the bases; the batter and all runners shall be credited with a run.
- k. **Ground-Rule Double** - if a hit ball bounces over or rolls under the outfield fence, it is considered a ground-rule double.

8. BASE RUNNING

- a. Fielders have the right-of-way; runners must avoid contact with fielders at all times. Any contact between a runner and fielder shall result in an out.
- b. An overthrow from the catcher to the pitcher is considered a dead ball; runners may not advance.
- c. **First base:** Runner is entitled to the orange base, and the fielder is entitled to the white base on all balls hit in the **infield**. If the fielder touches any part of the orange base, the runner is safe for plays at first base; if the runner touches any part of the white base, the runner is out on appeal only for plays at first base. An appeal must be made to the umpire before the next pitch, or it will be denied.
- d. Runners shall **not** leave the base and advance until the batter makes contact with the ball.
- e. Runners that contact a live ball hit by the batter before it is touched by a fielder are out unless the runner is on a base.
- f. **Stealing:** stealing is **prohibited** and shall result in an automatic out.
- g. **Leading off:** leading off is **prohibited** and shall result in an automatic out.
- h. **Sliding:** sliding is **allowed**, but the runner must avoid contact with the fielder and cannot impede the fielder's play.
- i. **Courtesy Runner:** all courtesy runners must be the last out of the same gender. Teams are limited to one (1) male and one (1) female runner per inning. If the courtesy runner is on base and it is their turn to bat, the team must take an out for that batter.

9. FIELDING

- a. No defensive player can play in front of the pitching rubber or 50 feet from home plate.
- b. **Encroachment line:** an encroachment line will be used in the outfield. The encroachment line will extend in an arc from the left field foul line to the right field foul line. **All** outfielders must stay behind the encroachment line until the batter makes contact with the ball.

10. FIELD DIMENSIONS/DISTANCES

- a. Base distance = 60 feet
- b. Pitching distance = 50 feet
- c. Encroachment-line = 150-175 feet
- d. Outfield fence = 275-300 feet

11. AWARDS

- a. Awards shall be given to the playoff champions at the end of the championship game.

12. INCLEMENT WEATHER

SPRD reserves the right to delay or cancel games at its discretion due to inclement weather or field conditions that could result in injury to participants or damage to the fields. All efforts will be made to reschedule games in a timely manner. The district shall make all final decisions regarding inclement weather and cancellations.

SPRD will make every effort to communicate any delay or cancellations no later than **3:00pm** on gamedays. All cancellations will be communicated to team managers and posted to www.teamsideline.com/sistersrecreation. It is the responsibility of team managers to communicate with their respective teams regarding cancellations.

- a. **Air Quality:** all games shall be cancelled when the Air Quality Index is at or above 201.
- b. **Thunder/Lightning:** all play shall be suspended for 30-minutes from the last sound of thunder or flash of lightning prior to resuming play. All staff and players should seek immediate shelter. Any subsequent thunder or lightning witnessed shall reset the clock and another 30 minutes must pass prior to resuming play. If it is deemed play will not resume within one hour of the initial delay, all games shall be canceled for that day.
- c. **Field Conditions:** all games shall be cancelled when field conditions are deemed hazardous and could result in injury to participants or damage to the fields. District staff shall inspect and assess the playability of all fields prior to use during inclement weather for possible hazards and notify team managers accordingly.

13. ALCOHOL, TOBACCO & DRUGS

SPRD prohibits the possession and consumption of alcohol, tobacco, and drugs on district property and during all district programs. This includes smoking, vaping, and the use of other electronic or battery-operated devices which allow a substance to be inhaled. Teams found to be in violation of this policy shall forfeit the game and be subject to disciplinary action up to and including removal from the league. Any persons found to be in violation of this policy shall be asked to leave the premises immediately and be subject to disciplinary action up to and including being banned from district facilities and future programs. Law enforcement may be contacted at the discretion of district staff if necessary. This extends to all participants and spectators; team managers are responsible for the behavior of their players and associated spectators.

League Contact Information

Kassidy Vaughan
Recreation/Athletic Coordinator
P: 541-549-2091
E: kassidy@sistersrecreation.com

Jared Lustig
Deputy Director
P: 541-549-2091
E: jared@sistersrecreation.com