Adult Coed and Men’s Softball Rules

**Updated Spring 2023**

Official USA Softball rules will govern league play unless stated otherwise below

*The objective of FRRPD Adult Sports is to provide the opportunity for participants to benefit from*

*a quality leisure time recreational activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports.*

Website Resources: <http://frrpd.com/adult-sports> Schedule and Standings: [TeamSideline.com](https://frrpd.recdesk.com/Community/League)

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# Behavior and Sportsmanship Guidelines

It is every player’s responsibility to know the Player Code of Conduct and league rules and to abide by them.

It is also every player’s responsibility to respect and cooperate with the officials and facility attendant/scorekeeper. It is the responsibility of the team manager to insure proper behavior on the part of his/her team’s fans.

# Divisions

FRRPD offers Men’s, Coed, and Coed Church, Slow Pitch Divisions of play.

***A Separate set of Fastpitch specific rules will be drawn up pertaining to age group and gender.*** Depending on the number of teams registered, Leagues may be broken into subdivisions of B/C and may further be divided by +/-. All Divisions are considered Recreational.

# Game Staff

Each game will have at least one umpire and one facility attendant/scorekeeper onsite monitoring all fields.

If no umpire is available the game(s) may be rescheduled, teams can use the field if they choose. Umpires will be responsible for umpiring the game, keeping track of the game time and runs scored. Umpire will notify teams when there is 10 minutes left. Umpires have the final say on rules interpretation, and all calls on field

Facility attendants/scorekeepers will advise the umpire on ineligible players, incomplete/incorrect lineups, and batting out of order. If there is a discrepancy between the score book and umpire’s scorecard the score card is considered final. Managers are asked to please initial scorecards at end of game.

Conversations with officials/umpires will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

# Team and Player Eligibility

Only players who have signed the roster and/or the player addition form are eligible to play.

Once we have reached the half-way point in the season new players cannot be added without prior approval. Players must be 18 years of age or 15 years of age with parent permission.

Players may only be on one roster in men’s and coed divisions.

Further, a man can play in the Men’s division and in one coed division.

Once a player is on a roster, they are only eligible to play for that team; they cannot switch to another team at any point in the season.

# Rosters & League Fees

All teams must have a minimum of 10 players on their roster when submitted.

A complete roster is due on or before game time of your first game. Teams may submit a roster to the FRRPD office before your first game. Please make sure all players sign and fill out the appropriate information (including full first and last name that is on their state ID.) Players must have a valid state ID prepared to show prior to game time. League fees ($400) are due prior to the start of the season. If the complete charge cannot be afforded, a payment plan can be setup. **If fees are not paid by the second half of the season** the remaining balance will be automatically charged to the card on file. Late registrations and/or late payments are subject to a $10.00 late fee.

# Pick-Up Players

Teams can play with a minimum of 8 players. In the event a team is short players they may use pick-up players from another team under the following guidelines

1. Team must start with a minimum of 6 rostered players from their own team and can pick up a maximum of 4 additional rostered players bringing the **total to 10 rostered players**.
2. “Pick up players” are only allowed to play with the same team up to 3 times.
3. ***For every player that is picked up it will count as a run against your team***.
4. Teams may not use pick up players in playoffs. ***However, if both managers agree to use pick up players, then the game can be played using the guidelines above***.

**COED**: Teams with less than 5 males and 5 females may use pick up players to bring the total to 5 males and 5 females.

* + Coed division must have an equal number of men and women, or more women than men.
  + If a team has 5 males and 4 females, they can play nine on defense; there will be an automatic out counted in the spot where the fifth female is missing on offense.

Exceptions to rules related to game-time lineups may be considered if both managers agree with the proposed exception. The game official should consider safety, fairness and the opportunity to maximize participation and enjoyment of the game.

**MEN’S**: Teams with less than 10 players may use pick up players to bring the total to 10.

# Schedules

Schedules will be posted on the frrpd.com website, and will be made available to managers in hard copy form at the beginning of the season. In the event of changes to the schedule, managers will be notified by phone and by email, and TeamSideline will be updated. **Managers are responsible for notifying their team of changes to the schedule**. The schedule posted on the day of the game is considered the official schedule.

# Rules and Regulations

Official USA/ASA Softball Rules except where FRRPD League Rules take precedence.

# Score Books/Line Ups

The facility attendant/scorekeeper is responsible for keeping the book. Each team will provide the scorekeeper with the **last name and first initial** of each player clearly in the score book. Players must be present to be entered in the lineup. Once entered, the lineup is final, and the rotation of the batting order cannot be changed.

Late arriving players must be announced to the official **before** their at bat.

Coed: If a male/female player arrives late they need to share/rotate a spot in the lineup with another male/female. Men’s: If a player(s) arrives late they are to be added to the bottom of the line-up unless they already have 10 players in which case they would have to share/rotate a spot in the lineup.

# Equipment

Ball All levels will play with 12” Dudley Synthetic 4A-069Y Thunder SY – MAX 300 lbs., Max .52 COR. Bats: FRRPD will follow the current ASA banned bat list. **NO SENIOR OR USSSA bats allowed.**

Cleats/Jewelry: No metal cleats or exposed dangerous jewelry.

# Use of illegal equipment

Managers will be responsible for ensuring that players are properly and legally equipped. If observed before use in game, illegal equipment to be removed.

If observed during game play, the player is out, and the player is ejected.

If observed that illegal equipment has been used throughout the entirety of the game, the violating team will be forfeit the game.

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# Blood Rule

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.

**Halo Rule**

**The Halo Zone (It is One (1) Foot extended each side of pitching rubber, one arm’s length over pitcher’s**

**head, 10-foot line in front of Pitching Mound)**

**COED** – Any excessively hit batted ball (line drive or ground ball hitting dirt first behind the 10-foot line) that HITS the pitcher (including the pitcher’s glove if defending his/herself – BATTER WILL BE CALLED OUT – Ball will be declared dead and all runners returned to their prior base. **FEMALE** – Judgement call by Umpire; Any batted ball by **MALE** declared out.

**MENS** – On any excessively batted ball (Line Drive or Ground Ball hitting dirt first behind 10-foot line) that is hit within the Halo Zone that either hits or almost hits the pitcher:

* + Batter will be Called Out (via delayed dead ball) all runners will be returned to their prior base.
  + If the pitcher fields the ball – the Umpire will allow the play to continue (delayed dead ball). If the play results in a double play, the Play will stand; if it becomes a negative play for the Defense, all runners will be returned to their prior base and the batter declared Out.
  + If the pitcher vacated the 4-foot Halo Zone and gets hit with the ball – it’s a Live Ball.
  + If the pitcher vacated the Halo Zone and the ball is excessively hit through the Halo Zone – Batter will be called out (via delayed dead ball), all runners will be returned to their prior base. (This is a judgement call by the Umpire).

# Game Play

**Start with 1-and-1 Count:**

Each player will begin their at-bat with a 1-Ball, 1-Strike count (1-and-1). If the count reaches two strikes, the batter will be given a courtesy foul ball. If they use their “One to Give,” and hit another Foul Ball, they will be declared out.

The courtesy catcher will only be used to return the ball to the pitcher.

**Courtesy Runners** One courtesy runner per inning per gender will be allowed. Unless, an injury occurs during the game then that player gets unlimited use of a courtesy runner.

**Designated Hitters** Not allowed.

**Sliding/Base Play** Sliding is permitted. However, players must not slide aggressively in an attempt to “take out” a fielder (at the umpire’s discretion). Players that do so will not only be out, but may be ejected from the game.

**Commit line** Will be used for all coed games.

**Home plate line**: Will be used for all coed games.

**Bunting**: Not allowed. (Player is out. This does not include “full swing” bunts.)

**Stealing/Leading off**: All base runners must stay on the base until the ball is hit.

(Players that leave the base early will be call OUT.)

**Hitting up the Middle** Purposely hitting up the middle or joking about hitting up the middle may lead to ejection and possible suspension.

# Home Runs

Men’s: Three plus equalizer: Each team may hit three home runs. Once a team reaches three, they cannot hit another one until the other team hits three. Thereafter, no team may ever get more than one home run ahead of the other team. When a team hits a home run in violation of this rule an out will be called.

*Exception: When the game reaches the 7th or last inning, the visiting team may go up by one and*

*the home team may “catch up” but not go ahead.*

Coed: Three home runs are allowed per game per gender totaling six (3 for men, 3 for women).

# TEAMS MUST RETRIEVE THEIR OWN HOME RUNS OR DEEP FOUL BALLS

**Teams may be asked to supply game balls if they prove to be deficient in retrieving their own long shots. The balls must be the Dudley Thunder SY 300/52**

**Run Rule** If a team is ahead by 10 after 5, 15 after 4 or 20 after 3, game may be called.

**Game Length** 65 minutes or 7 innings, whichever comes first. No minimum number of innings are required.

# Game Play: Coed Specific Rules

***Batting*** Order must alternate male/female. If you have more males than females the additional males must share a spot in the line-up if more females, then males it is ok for them to bat back-to-back (must have one male). This rule applies for players listed on your roster only.

***Batting*** A male player who walks on three straight pitches (1-and-1 count) is awarded second base. The female batter who follows must hit if there’s less than two (2) outs. If there is two outs, the female batter NOW has the option to take 1st base or hit.

***Defensive Rules*:** There are no restrictions on male/female players in the outfield or infield. In the infield there can be no more than 7 players (pitcher, catcher, 1st, 2nd, 3rd, shortstop and rover)

# Playoffs/End of Season Tournament Play

Playoffs will be formulated by number of participating teams. All rostered players must play a **minimum of 3 games**

to be eligible to participate in playoffs. All playoff games will be 65 minutes or 7 innings, whichever comes first, with

The Championship game will be 7 innings regardless of time, with only the 10-run rule in effect.

Playoff Tiebreaker:

1> Winning Percentage

2> Head-To-Head

3> Head-To-Head Differential 4> Total Runs Differential

5> Total Runs For

6> Total Runs Against

7> Lowest Number of Forfeits 8> Coin Toss

# Protests

All judgment calls will stand. Only rule interpretation calls may be protested.

When a matter of protest arises during the game, the manager of the protesting team must immediately before the next pitch, notify the umpire and opposing team that the game is being played under protest. The protest must be noted in the official score book.

This must be followed up by submitting a written report of the protest by 6:00pm the following business day, to the League Directors at the FRRPD office along with a $10.00 protest fee.

The fee will be refunded if the protest is upheld.

**Protests of illegal players** must be made to the umpire prior to the top of the third inning.

Facility Attendant/Scorekeeper verify eligibility with the Umpire. If it is determined by the facility attendant that there are illegal players playing, the game will be called a forfeit. The game may continue if the illegal player has left the field (and dugout), but the result will stand as a forfeit.

# Ejected Player

An ejected player must leave the dugout and field of play within two (2) minutes following the ejection.

Failure to do so may cause the player’s team to forfeit the game. Any player ejected from a game will be suspended

for minimum of 1 game, and he/she must meet with League Directors to be reinstated.

*FRRPD Staff and Team Manager will report the player ejection to the Recreation Supervisor* within 24 hrs. The ejected player and team manager MUST make an appointment to review ejection prior to playing again. Should an ejected player attempt to play before meeting with the League Directors, his/her team will forfeit the game in which he/she played.

# No Drugs/Alcohol/Tobacco

Alcohol/Smoking is prohibited during game play, and will not be permitted on the field, in the dugout, or near the field of play.



**Player Code of Conduct**

*The objective of FRRPD Adult Sports is to provide the opportunity for participants to benefit from*

*a quality leisure time recreational activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports.*

Friendly competition and good spirited rivalry are expected. However, players, coaches, managers, umpires or spectators will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, spectators, or FRRPD staff- use expletives or negative comments that may be heard by those in the stands and surrounding area of the playing field or commit other acts that should be considered unsportsmanlike. The game official will have discretion to warn teams and/or eject players. The league directors may also issue suspensions for negative remarks or unsportsmanlike comments directed towards players, umpires, spectators or FRRPD staff. Conversations with officials/umpires will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

1. No person shall: Be guilty of Objectionable demonstrations of dissent at official’s decision or discuss with an official in any manner the decision reached by such official except the team manager. **Minimum Penalty**: Warning by the official. **Maximum Penalty**: Removal from game. (see player eject rule)
2. No person shall: Refuse to abide by official’s decision. Officials are required to immediately suspend player from further play and report such player to the League Directors. Such person shall remain suspended until his/her case has been considered by the League Directors. **Minimum Penalty**: Placed on probation for the

remainder of the season. **Maximum Penalty**: Suspension for two league games and placed on probation for the remainder of season.

1. No person shall: Be guilty of an abusive attack (verbal or nonverbal) upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Directors. **Minimum Penalty**: Placed on probation for the remainder of the season. **Maximum Penalty**:

Suspension for one calendar year and placed on probation for one season upon returning to the league action.

1. No person shall: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of the opposing player. Officials are required to immediately suspend person from play and report such player to the League Directors. **Minimum Penalty**: Probation for the remainder of the season. **Maximum Penalty**: Suspension for one year.
2. No person shall: Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Directors. Player will remain suspended until his/her case has been considered by the League Directors. **Minimum Penalty**: Suspension for two league games and placed on probation for the remainder of the season. **Maximum Penalty**: Suspension for life and/or assault charges filed.

***Any player being placed on probation for the remainder of the season and reported again for violating the***

***“Player Code of Conduct” may result in further disciplinary action.***

***Any player removed from a game and asked by the official to leave the park or school facility must do so immediately. Failure to do so may result in further disciplinary action.***