

# **Ocala softball rules and regulations**

**01/17/25**

Rules not addressed within, default to GSL/USSSA slow pitch rule book

**Tuesday night/competitive**

**Wednesday night/CO ED**

**Thursday night/recreational**

**A zero tolerance for any participant or team: found in possession, consuming/consumption of illegal drugs or alcoholic of any sort. The participant will be ejected from the game and Ocala Regional Sportsplex along with a suspension of one additional week. Additional penalties could occur including 1 year suspension or lifetime ban from playing in any league with in the city of Ocala. Teams found in possession near or in the dugout including trash cans, the responsible team will receive a forfeit.**

No refunds will be given for suspended or ejected players or teams

## **Player Eligibility**

All participants (players and coaches) must be 18 years of age, and have a photo ID with them at all times

Softball is a dangerous sport; participants agree to play at their own risk

Must be on a team roster to include; printed name, address, contact number and signature along with a completed "Ocala Recreation & Park's Softball Program Waiver "softball prior to playing

## **Rosters**

Players can only be on one roster for any one program

All players must be on the official roster with a completed signed softball program waiver, prior to their first game. Failure with result in a forfeit

Maximum number of players will be 20, Rosters will be frozen after team has played 3 weeks

**Restrictions for Thursday Night (Recreation/Beginners):** No male/female player, playing conference or classified as A, B, C or D through USSSA, NSA, USA SOFTBALL, WSL no senior male classified as 40's masters or senior's, 50 majors + or major. When a player is determined by program director, Ocala Parks Staff or UIC who should not participate within this recreational/beginner program said player and coach will be notified and the player cannot participate any further

## **Manager (Captain) Duties**

All communications; scheduling, league information will be sent to you. It's your responsibility to pass the information to the team players

Take charge of your team and spectator conduct, abusive language, possession of alcohol, illegal sustains or irresponsible acts will not be tolerated

Turn in the completed Roster along with the completed "Ocala Rec. & Park Program Waiver by each participant prior to start the season. Failure to completed could result in the team receiving a forfeit for that night.

All injuries, no matter how small, MUST be reported to the site director or no later than noon the following day.

When an unforeseen situation occurs and you cannot field a team, notify the City of Ocala by 5 P.M.

Know the rules for (Ocala Rec. and GSL/USSSA SOFTBALL). Inform team members, Take ground rules. Create the line up, give to the scorekeeper and if requested by your opponent.

**Line up: No nicknames, name is to correspond with roster. No changes in the batting order once the offense has begun their turn to batt. Team can add the 9<sup>th</sup> and 10<sup>th</sup> player when they arrive at the bottom of the order. Batting order cannot change once the team is batting and the batter has entered the batter's box. Substitutes do not have to be listed as substitutes in the score book, only when they are entering the lineup.**

Do not let players face an injection. Handle any and all disputes among your team players between players and the officials ruling.

Teams' members should have a minimum matching shirts color

Teams captain or manager are the only one that should be requesting a protest.

**Protests for interpretation of playing rules must be brought to the umpire's attention, prior to the next pitcher's action or all players have left the fair territory. Umpires' judgement calls are not grounds for a protest,**

**Protests for players eligibility must be brought to the umpire's attention prior to the last recorded out of the game**

When weather or field condition are questionable, every effort will be made to ensure the games are played, as determined by the city staff by 6 P.M. Makeups are at the discretion of the city staff

Captains may call the recreation staff to check and see if the fields are playable. Please do not call prior to 6 P.M. day of the game

## THE GAME

Game time is forfeit time. Lineups are to be completed at least 10 minutes prior to start of pre-game managers meeting.

**Games must start with 8 players, teams may add the 9<sup>th</sup> & 10<sup>th</sup> player when they arrive and can be entered in the bottom of the line up, they cannot be a substitute.**

**When a player is ejected and no substitutes are available to replace the ejected player the game is a forfeit to the offending team**



When a player is removed from the game due to an injury and no available substitutes are available, first time at bat an out will be recorded, then the batting order will compress

## ALL

Teams are expected to play two games each night. Final schedule is subject to weather, total number of teams in the league and any nightly team forfeits

Any team that forfeits 3 games will be suspended for the remainder of the season. No refunds

Official games will be 55 minutes or 7 innings, whichever comes first. Run rule will apply

15 after 3    12 after 4    10 after 5

When weather is a factor, a completed game will be when: 3 complete innings or when home team is ahead in 2 ½ innings

Game clock will be 55 minutes per game, clock will start at game time, when defense has taken the field. Teams will complete the inning. No new inning will start with 1 minute remaining on the clock. Scores that are tied after regulation, the international tie breaker rule will be used. Clocks will be stopped for injuries requiring medical attention

Batters will start with a 1 – 1 count, no courtesy foul. 3<sup>rd</sup> strike; foul ball is a live ball. 3<sup>rd</sup> strike foul that hits the pitching screen is a dead ball

Pitching screens will be used by the pitchers for safety, this is not an option. Any batted ball that makes contact with the pitching screen is a dead ball (foul ball)

Pitchers must pitch from the rubber and get behind the pitching screen until contact is made with the ball, after contact with the ball the pitcher can make a play on the ball.

Pitchers that do not get behind the pitching screen until contact is made with the ball, When the pitcher has made a play on the ball. Play is dead and batter/runner is awarded 1<sup>st</sup> base

Pitchers will receive a warning for not getting behind the screen and after a second time with the possibility of being removed from the pitching position for the remainder of the game

Double first base is being used, on all initial plays at first base the first baseman must use the inside bag the batter/runner must use the outside bag. When on the initial play, that takes the first baseman from a routine play, the first baseman and batter/runner can flip flop bases. When the first baseman or batter/runner touches the incorrect base an appeal can be requested. Automatic out is recorded when the batter/runner slides into 1<sup>st</sup> base on the initial play. When the slide into 1<sup>st</sup> base avoids contact with the defensive player, judgement will be assessed by the umpire.

A strike zone matt will be used, any legally pitched ball that lands on the strike zone matt is a strike.

A legal pitch is 6 feet to 10 feet arc from the ground

When a baserunner is on 1<sup>st</sup> or 3<sup>rd</sup> the runner may step off toward foul territory (safety). Prior to the pitcher staring their pitching motion. Umpire must be notified. On a fair batter ball, the runner must retouch the base prior to advancing. Failing to retouch an out will be recorded, play is live

Home run limit will be 6 per team per game, over the limit an out will be recorded

All home runs including a 4 base error is hit and sit

One courtesy runner (any player listed on the lineup or roster) per ½ inning. No substitution for the courtesy runner, when they are a base and their time to bat an out will occur and they will bat

All equipment including bats shall be inside the dugout this includes hanging bats on the fence. Players not playing defense and players for the batting team except the batter, 2 on deck batters and base coaches should remain out of live ball territory.

Effect: Offensive team, dead ball, the most advanced runner is declared out. Defensive team, dead ball, all runners advance two bases. Penalty could occur when players outside the dugout hinder the player making a play on a live ball.

When bases are loaded and a walk is issued to the batter, the runner on 3<sup>rd</sup> base can go directly to the dugout no need to cross the scoring line

The commitment line, 30 feet at 90 degrees from home plate: Once a runner passes the commitment line, in contact with the commitment line they may not go back to 3<sup>rd</sup> base if they do, they are out. Once the runner passes the commitment line, the defense can only get the out by touching home plate with possession of the ball prior to the runner; has crossed the scoring line or in contact with the scoring line. At no time can a runner run through the batter's box or touch home plate, and an out will be recorded. Ball is alive in all the above situations

## THURSDAY NIGHT (RECREATIONAL/BEGINNER)

Home run limit will be 2 per team per game, over the limit an inning ending out w

### CO ED ONLY

Team must have at least 3 females on defense, failure to have 3 females in the lineup the game will a forfeit, at least one female in the outfield and infield

Batting order with more than 3 females: no more than 2 males can bat in a row

Example of batting order with 7 M. 3 F. M, M, F, M, M, F, M, M, F, M

6 M. 3 F. M, F, M, M, F, M, M, F, M

5 M. 3 F. F, M, M, F, M, M, F, M

### Game CO ED

When a male batter is walked and is followed by a female batter (base on balls or intentional) is awarded 2<sup>nd</sup> base may go directly to 2<sup>nd</sup> base. Female batter has the option to bat or be awarded 1<sup>st</sup> base

When a female is batting the outfield must stay behind the 200-foot line and all infielders must be on the infield. Failure will result in a delayed dead ball; batter will be awarded first bae.

When a player is removed from the game due to an injury and no available substitutes are available, an out will be recorded at every at bat.



One courtesy runner (any player listed on the lineup or roster) per ½ inning per male, female. Male for male only, female for female or male. No substitution for the courtesy runner, when they are on base with their time to bat an out will occur and they will bat, if the 3<sup>rd</sup> out of the inning the batter will be the leadoff batter

**Male batters will hit the 12" ball, female will have the option of hitting the 12" or 11" ball. Female batter will be pitched the 11" ball if they want the 12" ball pitched must inform the umpire and pitcher prior to entering the batter's box**

## EQUIPMENT

Bats, all bats shall conform to USSSA softball and have a USSSA thumb print. Approved bat list can be found from the program director or USSSA website. Seniors age 50 + are the only players allow to swing a senior bat, Senior bats should have Senior Softball approved or Senior Softball thumbprint. Any player found to be using the improper bat, the batter will be declared out and all baserunner return to the base prior to the pitch.

Balls, must be a USSSA ball with the USSSA logo. approved 12" balls Classic M, Classic Plus, Pro M. Approved 11' ball Classic and Pro W, Any non-approved ball found to be used during play, if the batter as batted, the batter will be declared out and all baserunner return to the base prior to the pitch. All other replace the ball and give a warning to the offending team.

## Music Boxes, Music

Music may be played during the game, at a reasonable level and does not hinder the play on the field and be free of inappropriate/foul language, as judged by officials, program director, UIC or spectators. Offenders will be requested to change the music, volume or turn the music off

## Sportsman's Ship

Players will face an ejection with possibility of suspension when:

fighting occurs and when punches are thrown or not thrown, along with a suspension, length will be determined by program director.

throwing a bat against/over the fence or ground

threatening another player, game official, umpire or city staff. Along with a suspension; length will be determined by program director.

**using profanity/foul language, an out will be result when the offending team/player comes to bat**

zero tolerance on alcohol and illegal drugs

## Standings

Team standing based on: win/loss or winning percentage, head-to-head, runs given up, runs scored, run differential, coin flip

