MERRILL RECREATION CENTER
ALTAMONTE SPRINGS RECREATION ADULT SOFTBALL RULES AND REGULATIONS

1. LEAGUE REGULATIONS:

A. The United States Specialty Sports Association (USSSA) Rules and Regulations shall govern all adult softball league play where Altamonte Springs Recreation Adult Softball League is not in place. **NOTE: Once a team has completed their seventh (7th) game of the season, no player may be added to the roster.**

B. Each team must submit a complete and signed team roster (waiver) from each player, with all the required information. No player may play with any team until he/she has filled out the team roster (waiver) and it has been filed with Altamonte Springs Recreation. All players must be eighteen (18) years of age or over to participate. (A parental permission form may be filled out for a participant seventeen (17) years of age.)

C. A player may **only be on one (1) roster per night** at Merrill Recreation Center. However, players may play as many nights as they desire. Failure to comply with this rule will result in suspension from the league for the remainder of that season.

2. LEAGUE RULES:

ALL RULES ARE SUBJECT TO INTERPRETATION BY ADULT SOFTBALL LEAGUE PROGRAM MANAGER.

A. In all leagues, seven (7) inning games are played unless stopped by the run rule, rain, time limit or curfew. Five (5) complete innings are considered a complete game when rain is involved. Play may also end in the bottom of the fifth (5th) inning if the home team is ahead. Games played beyond five (5) complete innings ending due to rain will be considered complete and **the final score will be taken from the previous complete inning**. Any games not completed due to rain will be rescheduled and replayed from the first (1st) inning. **Saturdays will be used in case of excessive rainouts. In case of extensive rainouts, a one pitch rule may be in effect (Program Managers decision). Team Managers/Coaches are responsible for checking status of games on rainy days.** ***Rain-Out Line (407) 571-8783***

B. Line-ups must be turned in to the Scorekeeper fifteen (15) minutes before scheduled game time *(6:45pm, 7:45pm and 8:45pm)*. The Umpire will maintain the official time. Line-ups must include **LAST NAME & FIRST INITIAL and JERSEY NUMBER**. * Signed team rosters (waivers) **MUST BE** turned into a Scorekeeper prior to playing your first league game. Team Managers/Coaches are responsible for filling out the team rosters (waivers) completely and print must be legible. If not done correctly it will be returned back to the Team Manager/Coach to be done over. When adding players to a line-up previously turned in to the Scorekeeper, these players must be added at the bottom of the line-up (i.e. batting order). New players must sign the team roster (waiver) thirty (30) minutes prior to game time.

- All persons on the players bench (dug out) or on the playing field shall be on the team roster (waiver), and must wear a team shirt.

C. **Tie Breaker** (all fields)

- If the game is tied at the end of regulation play, or time has expired, place the player who made the last out in the previous inning on second base, also the one pitch rule will be in effect after the eighth (8th) inning, continue play until winner is declared.

Run Rules

- One team is ahead by twenty (20) runs after playing three (3) innings
- One team is ahead by fifteen (15) runs after playing four (4) innings
- One team is ahead by ten (10) runs after playing (5) innings

Time Limits

- No new inning will begin after one (1) hour and five (5) minutes for all league play.

D **PROFANITY** – If in the judgment of the Umpire, Park Ranger or Program Manager, any player, Team Manager/Coach or spectator is using excessively inappropriate language, they will be ejected from the game and/or facility.

E ***Any player ejected from a game cannot participate in the remainder of that game and at a MINIMUM the next full game.*** (Rained out or postponed games do not count as a sit out game) **Ejected players must leave the park property immediately following their ejection. Failure to do so will result in their team's forfeiture**. Team Managers/Coaches are responsible for the conduct and enforcement of rules for their teams.

F. A report **MUST** be submitted by the Umpire to the Program Manager describing the circumstances causing the ejection.

G. All "D" teams are allowed **two (2) home runs (over the fence) per game. (No Tournament Teams)**
Women's and Co-Ed are allowed **three (3) home runs (over the fence) per game.**
Men's "C" teams are allowed **five (5) home runs (over the fence) per game.**
All subsequent home runs are ruled **"Outs", WITHOUT "Disqualification"** of the player who hit the ball over the fence. **An INSIDE THE PARK HOME RUN DOES NOT APPLY TO THE HOME RUN RULE. (The player is awarded 4 bases).**

H. **Co-Ed Player Combination** –

- **5 MALES 5 FEMALES**
- **5 MALES 4 FEMALES**
- **6 MALES 5 FEMALES (with an out)**
- **5 MALES 6 FEMALES (with no out)**
- **4 MALES 5 FEMALES**
  - **NO OUTS WILL BE TAKEN EACH TIME FEMALES BAT "BACK TO BACK".**
  - **SLIDING IS PERMITTED IN ALL LEAGUES AT MERRILL RECREATION CENTER**
  - **STEALING IS NOT PERMITTED IN ANY LEAGUE AT MERRILL RECREATION CENTER**
  - ***The infielder does NOT have to play on the dirt for the males*.**
  - A two hundred foot line is placed in the outfield. All outfielders must stay behind this line until the offensive team hits the ball. The outfielders cannot make a play at any infield base. PENALTY – an automatic double for the batter base runner or result of the play. This is a delayed dead ball situation.

I. **Ties for first (1st) place** will be decided by; (1)-head to head, (2)-least runs scored against, (3)-total team runs scored.

J. All games will be played beginning with a **1-1 count** with an extra foul ball.

K. **Game time is forfeit time**. **However, a five (5) minute grace period is in effect for the 6:45pm league games only.**
NOTE: Please give a courtesy call to the office and opposing team if you know that you are going to forfeit!

L. **Games are only rescheduled for inclement weather**. Games may be rescheduled on alternate nights or weekends. The Program Manager will determine this. **Requests by Team Managers/Coaches and/or players to reschedule games cannot be honored. Once a Team Manager communicates a forfeit, the forfeit will stand.**

M. **PROTESTS –** A Team Manager/Coach must file a written protest within 24 hours after the protested game. $50 must be paid when the written protest is made (to be returned if upheld). **NOTE: THE PROTEST MUST BE MADE BEFORE THE NEXT PITCH IN THE GAME.**

N. **BATS –** Merrill Recreation Center will enforce the USSSA licensed/approved bat list. For an official listing of all bats allowed and banned go to the USSSA website at www.usssa.com. **Any player using an altered bat will receive a one year suspension from league play. Failure to submit the bat for testing will result in a 2 year suspension from league play**. **This applies to BOTH the owner and the person using the bat.**

O. **UNIFORMS** – Player must comply with the uniform rule by the third (3rd) league game or week. Like color shirts with printed number (0-99) of contrasting color or outlined in contrasting color at least six (6) inches high must be worn and visible on the back of all uniforms, NO written or taped number allowed. NOTE: Any team that does not have the matching shirts to begin the fourth (4th) week of play will be charged a team out each inning of all games until the matching shirts is worn. There will be NO exception to this rule.

P. **No Metal Spikes Allowed**!

Q. Upon the discovery of an ineligible player being used, the game will be forfeited. The Program Manager will review all games in which that player participated. Failure to comply with this rule may result in the player's indefinite suspension from the league (remaining season), possible forfeiture of games by the teams involved and further action as ordered by the Program Manager. Team Managers/Coaches will be held responsible for players who have been declared ineligible. **The Scorekeeper is instructed to not enter ineligible players into the game.** **All players MUST be able to produce a pictured ID (drivers license) upon request within fifteen (15) minutes or a reasonable amount of time in order to identify themselves if challenged by an opposing Team Manager/Coach, Umpire or League Official. Failure to do so will result in ejection from the game.** Playing a player under an assumed name shall be a **major** offense that carries a minimum suspension for both Team Manager/Coach and player for the remaining season and further action as deemed necessary by the Program Manager.

R. NOTE: **No refunds of fees once league schedules have been made.**

3. PARK RULES:

A. The park closes at 11:00 P.M. We ask that teams playing the late game finish their game, gather their equipment, and please exit the park immediately following the game.

B. **Alcoholic beverages are prohibited.** All Team Managers/Coaches are responsible for notifying their players and spectators of this rule. Failure of the Team Managers/Coaches to enforce this rule may result in the team's forfeiture of games or removal from the league.

- First (1st) offense: Player involved suspended
- Second (2nd) offense: Player involved suspended & Team Manager/Coach suspended
- Third (3rd) offense: Entire team removed from the league.

D. **SOFT TOSS anyone taking batting practice by hitting a ball into the fences surrounding each field of play, will be asked to leave and will be suspended for the remainder of the season. *Please use CAUTION swinging bat for warm-ups.**

Visit us on the web at www.asrecreation.org