



Edwardsville Parks and Recreation
Slow Pitch Softball Rules
Fall Ball

USA Softball rules will govern all situations not specifically outlined in these rules. The Recreation Staff reserves the right to act in any situation that may arise not covered by these or USA Softball rules. In the event a safety issue should arise regarding equipment, field conditions, or players, the USA Umpire, USA rules, and City employees will have the final ruling.

Eligibility – Players are subject to Edwardsville Parks and Recreation eligibility rules listed below.

1. Participants are not allowed to play for more than one team in the same league. However, a player may play with a team in another division.
2. **All rosters must be turned in by the beginning of the team's first game. Any changes must be made by the third (3rd) week, in order for the player to be eligible.**
3. Players must be at least 17 years of age with a parent's permission or 18 years of age or older.
4. Ineligible players are defined as:
 - a. Anyone who submits a falsified registration.
 - b. Anyone playing who has not registered or paid.
 - c. Anyone playing for more than one team in the same league.
 - d. Anyone who violates USA rules listed in the participant manual.
 - e. Anyone ejected from a game that has not paid the ejection fee of \$20.

****When an ineligible player is discovered and protested, and the protest is upheld, the game in which that player was playing will be forfeited by the team using the illegal player.****
5. Once a player has participated in a game or match for a given team during a sports season, said player may not switch teams for any reason.
 - a. In the event the Parks and Recreation Department deems it necessary to move a player or players to a different team to avoid dissolution of a particular league, the recreation Supervisor may move players in the best interest of all participants and the department, with the Director and R.A.S.E. board permission.

Fees and Protests

1. A team forfeiting a game will be charged \$25. All forfeits will be tracked at the fields. The forfeiting team must pay the concession stand the \$25 fee in order for your team to play the following game. This will allow a team to pay the fee the night of their next game. A receipt will be given for the payment.
2. Any team that forfeits any games and does not pay the fee may be suspended from the league and lose their spot in the following year's program without any refund.
3. Any team that forfeits four (4) games in the same season may be dropped from the league without any refund of the entry fees or forfeit fees.
4. Any team protesting a game must be made to the umpire and on-site supervisor immediately. Captains of the protesting team must submit their protest in writing to the Sports and Recreation Superintendent at cbrown@cityofedwardsville.com within 48 hours after the protest game. A protest fee of \$25 must accompany the written protest.
5. Games played on Fridays or weekends have until the close of business on the following Monday to file their protest.
6. Any team having their protest upheld will have the \$25 fee returned.
7. All ejection fees (\$20) must be paid in the main park's office by 5 p.m. of the person's next game in order to be processed by the recreation Supervisor.

8. Once ejected, a player may not play until the \$20 fee is collected. The player will be classified as ineligible until the fee is paid and any team using said player(s) will be subject to the ineligible player rule listed above.

Game, Field, Players, and Equipment

1. Edwardsville Parks and Recreation will schedule staff and umpires for each game at each field scheduled. When available, 2 umpires will be used for games.
2. Each team shall designate a captain at the beginning of each game. The captain shall be the only one to address the official on matters of interpretation or to obtain essential information. The captain will have the ability to challenge a roster following this format:
 - a. The captain must challenge the player in question when the player takes the field defensively or when the player comes up to bat; whichever comes first. If the player in question is on the home team and on the field, the challenge must occur prior to the third out. If the player in question is on the visiting team, the challenge must occur as soon as they come up to bat. If that player does not come up to bat in the top of the first, the challenge must occur as soon as the visiting team takes the field.
 - b. No roster challenges can occur after the completion of the first inning unless in a substitute situation. The challenge must occur immediately in this case.
 - c. All challenged players must show proof of ID or they will be disqualified from the game until proper ID can be shown.
 - d. If the umpire or supervisor is aware of an illegal player, they may force a forfeit upon the team that violated the rule.
3. Teams shall be composed of ten (10) players. Each team must have a minimum of nine (9) players at game time in order to avoid forfeit. Failure to have the required number of eligible players to start or continue a game will result in a forfeit. If a team has only nine (9) players, they will start playing. If the team is playing with nine (9) players **they will not receive an out** every time the tenth player should bat. Should both teams fail to reach nine (9) players, a double forfeit will occur.
4. In the event a player becomes unable to continue, and no other eligible substitutes are available, that spot in the batting order becomes an automatic out for the remainder of the game.
5. We will use a 12-inch ball for all players during the fall season.
6. USA Softball game balls will be provided for game use. Participants must bring their own warm-up balls.
7. Only bats stamped with one of the five (5) USA/ASA Official Certification Marks for Official Softball shall be legal. Teams are responsible for checking the USA Softball website to verify if their bat has been moved to the officially banned list.
 - a. Bat handles must be taped or rubber-covered.
 - b. Any player caught using an illegal bat will be removed for the remainder of the game and an out issued in the position for the first offense.
 - c. A second offense will mandate the player be ejected and require said player(s) to pay the \$20 ejection fee before returning the following game.
 - d. A third offense will be an automatic suspension from the league.
 - e. Violations will be kept on the player(s) record for the entire session.
8. Metal cleats are *prohibited!* Players may not wear metal or screw-in cleats of any kind. Any player caught with these types of cleats will have to change them immediately. Players may not continue to play until they remove the illegal cleats. Players may not play in bare feet or open-toed shoes, turf cleats are recommended.
9. Roster Limits: 25 players total, per roster. (Adult leagues only).

Innings and Time Factors

1. The regulation length of a game will be seven (7) innings or one (1) hour, for regular season games. No Inning shall start after 55 minutes have expired on the official time clock. **All playoff games will last 7 innings or if the mercy rule comes into effect.**
 - a. Mercy Rule: The game will be called if any of the following run differentials are reached: 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings.
2. Game time is forfeit time. A ten (10) minute grace period shall be allowed. The ten minutes will come out of the 1 hour of game time.

3. If an inning starts before time has expired and continues after time has expired, the inning will be completed unless the home team is ahead.
4. Official time will start with the delivery of the first pitch. The umpire or scorekeeper's watch will be the official time. The time limit may be adjusted for delays only at the discretion of the umpire and/or scorekeeper. Protests for time limit rules must be made prior to the umpire leaving the field after the game is concluded.
5. Games will not end in a tie. If a regular season game is tied at the end of seven (7) innings, an extra inning may be played. International tie breaker rules will be in effect and both teams will have the opportunity to bat.
6. If the weather forces a game to be called early, 4 innings will constitute an official game or 3 ½ if the home team is leading. The results of the game will be recorded as such.
7. Games called early due to weather not reaching the official inning limit will be continued from the point the game was halted. The game will not start over.

Substitutions

1. An eligible substitute may take the place of any player in the original player's spot in the batting order. The original player may re-enter the game in the same spot in the batting order.
2. Captains must notify the umpire of any substitutions.

Batting

1. The batting order of each team must be on the lineup card and delivered to the scorekeeper at least five (5) minutes before the scheduled game time
2. **There are no gender rules for Fall Ball Slow-Pitch Softball. Teams may bat in whatever order they choose.**
3. Teams may have up to eleven (11) players in the lineup.
4. All batters start with one (1) ball, one (1) strike count. **When a batter has two (2) strikes against them and hits a foul ball, it will be considered a strike and the batter is out.**
5. The base coaches, the batter, and on-deck hitter are the only people permitted on the field when a team is batting. No bat boy or girl shall enter the playing area during a live ball.
6. The batter must take a full swing. If the batter bunts or chops the ball, the batter is out.
7. Any batter throwing the bat with reckless abandon may be ejected. The umpire's judgment shall prevail.
8. The infield fly rule is in effect. The rule is as follows: when there is a potential force out at Third Base (runners on first and second or runners on first, second, and third) with less than two (2) outs, a fly ball is hit and, in the umpire's judgment, an infielder could field the ball with ordinary effort, the batter is declared out. It does not matter if the fielder catches the ball or not, the batter is still out. The base runners may advance at their own risk of being put out as well.
9. All players on defense, other than the catcher, must be in fair territory when the ball is pitched or the batter will be awarded first base.
10. **Home Run Rule: In the fall each team is allowed three (3) home runs per game. Each home run after the third has been hit will be counted as an out for the batter.**

Bases and Base Running

1. Stealing is not allowed in slow pitch. A runner may lead off the base when the ball crosses home plate.
2. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. The base runners may give themselves up by slowing down and accepting the tag.
3. Base runners are not allowed to "bowl over" fielders. The runner must avoid contact with the fielder at all times.
4. Runners will be called out and ejected from the game if the umpire determines the contact was flagrant.
5. Runners are allowed to slide.

Pitching and Catching

1. The pitching distance will be 50 feet.
2. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's rubber.
3. A legal pitch shall be delivered to the batter with an underhand motion.
4. The pitch shall be delivered at a moderate speed. The speed is left entirely up to the judgment of the umpire.
5. The ball must be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground, while not exceeding a maximum height of ten (10) feet from the ground. Pitches outside of that range will be called an illegal pitch and counted as a ball in the count. The batter may swing at a pitch declared illegal but will face an outcome of their decision. If the batter swings and misses it will be a strike. If the ball is hit, then it is in play.
6. Pitchers will receive three (3) warm-up pitches between innings and five (5) warm-up pitches in relief.
7. The pitcher may use any windup desired as long as they do not continue to wind up after the release and the ball is not pitched behind their back or between their legs. However, no fake pitching, referred to as "Fake Pumps" will be allowed.
8. The pitcher shall not attempt a quick pitch of the ball before the batter has taken his or her position or when the batter is off balance as a result of a previous pitch.
9. On a catch and carry of a foul ball, the runners advance at their own risk.
10. All overthrows will result in two bases awarded to the runners from the release of the throw.
11. Anyone wanting to intentionally walk a batter needs only to tell the umpire. No pitches need to be thrown.

Appeal Plays

1. There are three major appeal plays
 - a. Missing a base
 - b. Leaving a base early on a sacrifice fly
 - c. Batting out of order
2. A dead ball appeal play is when an umpire may not make a decision until requested by a captain, coach, or player. The appeal must be made before the next legal pitch or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball. The administering umpire should then make a decision on the play.
3. In all games, an appeal may be made during a live ball by touching the base missed or left too soon on a caught ball or by tagging the runner committing the violation if they are still on the playing field.

Conduct

1. Good sportsmanship is vital to the league and is expected from all participants. A team is responsible for the actions of each of their team members and all spectators in attendance for their team. Anyone who does not follow good sportsmanship is subject to ejection.
2. **Personal alcoholic beverages are not allowed. Players must purchase alcohol from the concession stand if they would like to consume alcohol. Players listed on the scorecard who are detected as having consumed personal alcohol prior to, during, or after the game will be ejected. No Warning or Exception!**
3. Smoking and any form of electronic cigarettes are not allowed in the park per the state of Illinois and the City of Edwardsville smoking statutes.
4. No foul language towards the other team or umpires will be tolerated.
5. Umpires will not tolerate any intentional delays of the game. The umpire or supervisor has the right to call the game if someone is stalling out of the time limit.
6. Verbal or physical abuse by players, umpires, or spectators will not be tolerated. Players will be ejected from the game and risk suspension from future games or the league.
7. Each team is required to clean up their area after the game.
8. Fighting is an automatic ejection and suspension. The suspension will be for the remainder of the season.

9. To purposely injure or have the intent to injure another player is an automatic ejection and suspension. The length of suspension is the remainder of the season.
- 10. Any game-related questions regarding league rules, schedules, or rosters should be directed to the onsite league supervisor or Sports Coordinator Sara Thomas-Concepcion or Sports Superintendent Cane' Brown.**
11. If at any time the umpires are unaware of improper conduct by any team on or around the field, the supervisor has the authority to take proper action. Supervisors have the authority to eject players and spectators for violating rules.
12. No person shall harass an official or any employee of the City of Edwardsville before, during or after a game. This conduct will result in ejection and possible suspension.

Additional Information

1. Rained-out or suspended games will be rescheduled **when and where possible** by the Recreation Supervisor. Games shall only be rescheduled by the Parks and Recreation Department.
2. League standings will be determined in the following order:
 - a. Won-Loss record
 - b. Head-to-head record
 - c. Runs allowed head-to-head
 - d. Runs scored head-to-head
 - e. Overall runs differential
3. **Games will be canceled no later than 4:30 pm on weekdays.** In the event the weather changes after those times, the umpire and supervisor will have the authority to make any decision at the time of the game.
 - a. Rainout information will be emailed out to captains as soon as the game is called.
4. The supervisor and umpires will decide on the matter of resuming play after a rain delay. Players should not leave the park until they have been officially notified that games are rained out.
5. The supervisor and umpires will have the final say on playing conditions after a rain delay. Their judgment will take precedent and is final.
6. Please see Plummer Family Park Weather and Lightning SOP.
7. Blood Rule: Should a player open a cut or begin to bleed, that player must be replaced with a courtesy player until the bleeding is stopped. If blood is on any part of the "uniform", that part must be changed before the player is allowed to re-enter the game.
 - a. The injured player may return to the game once the wound has been cleaned and bandaged.
 - b. Re-entry, designated player, and extra player rules may be waived in some circumstances.
 - c. Reasonable time may be granted by the umpire for an injured player to return.
8. The USA re-entry rule will apply. A starter may be withdrawn from the game and re-entered in the same spot in the batting order once. Players may not re-enter a second time, and the starter and the substitute may not be in the game at the same time. To bat an Extra Hitter (EH), a team must have 11 players present at the start of the game.
9. If your team cannot make a rescheduled game, it will be deemed a forfeit.
 - a. The reasoning is to avoid games going further into November and to avoid the colder elements (per feedback from teams in years past).