



ADULT SOFTBALL RULES

CITY OF FRIENDSWOOD
FRIENDSWOOD SCHULZ SPORTSPARK
RULES OF PLAY



GENERAL RULES OF PLAY

1. Age: Participants in the City's adult softball leagues must be 18 years of age when playing in a game. Any players 14 - 17 years of age will be required to fill out a waiver form.
2. Rules: USA rules shall govern play.
3. Game Time: Game time is forfeit time. The minimum number of players a team can begin with is eight (8). An out will be taken when any vacant position in the batting order appears. New players will be added to the end of the lineup and must bat in the same position the remainder of the game. The first game on the schedule will have a ten (10) minute grace period before a forfeit is declared.
4. Game Length: 50 minutes or 7 full innings. No inning may start after the 50-minute time limit.
5. **Uniforms: Teams must wear the same color shirts or have team uniforms.**
6. Run Rule: 15 after 3 12 after 4 10 after 5
7. Tie Ball Games: If the game is tied at the end of 7 full innings, or after a full inning once time has expired, the game will go to a "one-pitch" format.
8. Pitching Arc: 10' maximum arc above the ground and at least a 6' minimum arc above the ground.
9. Strike Rule: All games are played with the 4-ball and 3-strike rule: 3 called strikes or, 1 called strike and 2 foul balls, 2 called strikes and 1 foul ball or, 3 foul balls and the batter is out.
10. Scorekeeper: The umpire behind the plate will be the official scorekeeper. All runs scored are to be reported to the umpire and the opposing manager after each half-inning is completed. The home team is responsible for keeping the game book. In case of a score discrepancy, and no book is kept, the umpire's score stands.
11. Game Ball: Each team is responsible for bringing a new or otherwise acceptable ball to each game. Only USA approved, controlled or restricted softballs will be permitted. The men will hit the 12" ball, women 11", with ASA stamp, core 52, red-stitched and 300lbs. compression.
12. Legal Bats: Any bat that is not on the banned bat list of ASA, USSSA.
13. Line-Up Cards: Teams must submit a line-up card before each game.
14. Officials: Officials have supreme authority; their decision is final. The manager may register complaints only.
15. Protest: The only type of valid protest is one that deals with a specific rule. Judgment calls will not constitute a protest. To file a protest, a check of \$50.00 payable to the City of Friendswood must be submitted with the written protest and turned in to the Assistant Director of Parks & Rec by 5:00 p.m. of

the following day after the game was played. Any roster protests must be made by the third inning of the game.

16. Team managers are responsible for the conduct of their players and fans during gameplay. Unsportsmanlike conduct will result in a suspension from the league for one (1) scheduled game on the first offense and a suspension from the season with a second offense. Serious problems, even on the first offense, can result in suspension from the league. Unsportsmanlike conduct will not be tolerated, and Team Managers are also subject to suspension for the actions of their players and fans. Officials have supreme authority. Some examples of unsportsmanlike conduct are:
 - Using profanity or abusive language, threats, or any verbal abuse towards a player or official.
 - Playing of indecent, profane, or vulgar music.
 - Intentionally strike, shove, throwing of equipment, or any other physical conduct to harm a player or official.
 - Fighting will not be tolerated, and players involved will be suspended and subject to further disciplinary action.
17. **Alcohol is strictly prohibited inside the park. Teams or individuals caught with alcohol inside the park can be subject to forfeit or ejection from the game.**
18. Smoking/vaping/electronic cigarettes are prohibited on the field, near the dugouts, or other spectators.
19. Pitcher Protection Screen: Each field is equipped with a 4' x 7' screen for pitcher protection. If a pitcher opts to use the screen, they must continue using it for the remainder of the game and cannot switch between batters. New pitchers can choose whether or not to utilize the screen. When the screen is in use, it must be positioned in contact with the pitching rubber. After the ball is pitched, the pitcher must stay behind the screen and cannot field the ball until another defender has played it. Any batted ball that strikes the net will be ruled a dead ball out. While the screen is active, if a batted ball hits the pitcher or is fielded by them, it will be considered a dead ball, and the batter will be awarded first base. If the pitcher decides not to use the screen, the middle of the field will be open. A fielded ball that hits the screen will remain a live ball.
20. Field Conditions: Determination of field condition will not be made until two (2) hours prior to game start time. Teams may visit the website www.friendswoodsports.com for information regarding rainouts.
21. Awards: A "Team Trophy" and individual awards (team shirts) will be awarded to first-place finishers. Second-place league finishers will receive team shirts.
22. Rosters: All rosters must be submitted online to www.friendswoodsports.com by the 4th week of league play to be considered for the playoff tournament. Twenty (20) player roster limit. Rosters will be verified during playoff games with a photo ID. When a men's competitive and recreational league exists on the same day, a player cannot be on two rosters in a season. They may play as a "pick-up" player only. Participants are limited to playing on one team per division per league.
23. Uniform: All players must be in uniform, whether this be a team jersey or same color shirt. Any player not in uniform will be considered a pick-up player. All non-uniformed rostered players will need to bat at the end of the lineup for playoffs.
24. Home Run Rule: Competitive League (D) and COED, three (3) home runs per game. Recreational (DD) & Church League will play the one and one up rule. However, a team will not be allowed to go up on a team if the game is in extra innings. They can hit their one home run if they have not already done

so. Any additional home runs will result in an out. (D) Division teams may agree to increase the home run limit for each game, as long as both teams agree.

25. Forfeit Fees: Any team that forfeits their scheduled game will be responsible for the entire amount due for umpire fees (1 game forfeit x's 2 umpires = \$50.00). The forfeit fees must be paid to Parks and Recreation office before the next scheduled game. Failure to comply will result in ejection from league play. Any team that forfeits three (3) games will be dropped from the schedule.
26. NO INFIELD PRACTICE. You may warm up before the game in the outfield grass and outside the foul lines. We want to reduce the wear on the infields and preserve the chalk lines.
27. No metal spikes will be allowed at any time.
28. No pick-up players shall enter the game after the third (3) inning of play.
29. Picking up Extra Players: Teams are allowed to pick up players (non-uniform) during the regular season only and are allowed a maximum of two per game. Coaches must declare their pick-up players during the umpire's coin toss before the game starts. Teams will not be allowed to pick up players if a 'rostered player' is present and able to play. Pick-up players will need to bat at the end of the batting order.
30. Umpire Fees: Each team is responsible for paying \$25.00 per game (cash) for umpire fees. The umpire will collect the fee before the game starts. Prepaying umpire fees is not allowed.
31. The City of Friendswood reserves the right to change or amend these rules to facilitate league play. Questions may be directed to the City of Friendswood, Assistant Director, at (281) 996-3228.

Specific Church League Rules

32. Both teams meet at home plate before each game for the coin flip. The designated home team will say the prayer before the game and the visiting team will say a prayer after the game at the pitcher's mound. This is not mandatory but encouraged.
33. You can substitute players in and out as freely as you wish, as long as that player bats in the same order and plays a full inning. You may bat as many players as you wish, keeping the same batting order.
34. There will be no stealing in Church Leagues.

Specific CO-ED League Rules

35. During play, 10 players play at a time. 6 males and 4 females play on the field. Teams may start with 8 players, but 3 must be female. A maximum of 6 males may play on the field. There is no maximum number of females that can be on the field at a time to make the 10 players. Teams must have at least 3 females playing to start and continue a game but will take an out when the 4th female is to bat in the lineup.
36. Outfielders must be at least 200' from home plate, behind the light poles. If not behind at the time of pitch, the female batter is awarded second base.
37. Stealing is not allowed in Co-ed play

38. Offensive teams must alternate the batting line-up according to gender. When playing with more females than males, you may bat females together, but never two males together. If a player leaves the game for any reason, their substitute must be of the same gender. If playing 6 males and 4 females, you can have up to two designated hitters, but both must be female.
39. Defensively, females must be evenly split between the infield and outfield. The pitcher and catcher must be of different gender. If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player.
40. If a male player draws a walk, intentionally or unintentionally with a two-out count, the manager shall have the option to have the following female batter awarded first base or allow her to bat in the normal sequence with the male player taking second base. If there are less than two outs, the male player takes second base, and the female player bats.