

McMinnville Parks and Recreation

Adult Slow-Pitch Softball Rules

1. **General Rules**-McMinnville Parks and Recreation Coed and Men's Softball will adhere to current U.S.S.S.A. rules except as specified by any modifications herein. McMinnville Parks and Recreation has the power to make any decisions on matters not covered under these rules and reserves the right to make any change(s) deemed necessary.
2. **Rosters**-Team rosters must be on file at the McMinnville Community Center with each player's name, address, phone number and signature. The manager listed on the roster is responsible for the completed roster being turned in and for relaying all league policies, regulations and information to the players on the roster. Players are only allowed to be on one McMinnville Parks and Recreation Coed Softball roster. Players must be 16 years of age or older.
3. **Officials** (Game umpires and City of McMinnville staff)-Umpires are in complete charge of all games.
 - a. Officials have the authority to postpone or cancel any game if, in their judgment, the field is unplayable due to weather.
 - b. Officials have the authority to eject any player, coach or spectator from Joe Dancer Park for abusive language or unsportsmanlike conduct.
 - c. Any bodily contact or threatening behavior/language against any official will result in automatic dismissal from the league, and may result in further punishment, not excluding criminal charges.
 - d. Officials have the right to forfeit any game in which they feel their safety is threatened.
4. **Player Conduct**-Any player ejected from a game will automatically be suspended for at least one game. McMinnville Parks and Recreation reserves the right to increase that suspension to any length of time, including a lifetime ban from any McMinnville Parks and Recreation sponsored program.
 - a. Team managers are responsible for their players and spectators.
 - b. The game will be forfeited if a player, coach or spectator that has been ejected does not leave the facility within 3 minutes of the ejection.
 - c. Alcoholic beverages are prohibited by law at Joe Dancer Park, including the parking lots.
 - d. By law, smoking is only permitted in the parking areas at Joe Dancer Park.
 - e. By law, pets are not allowed, either on-leash or off-leash, at Joe Dancer Park.
5. **Equipment**-McMinnville will provide teams with game balls. All other equipment is the responsibility of the teams.
 - a. The home team (the first team listed on the schedule) will provide one new game ball and one "best" back up ball of the same specification to the umpire prior to the game.
 - b. Bats must be U.S.S.S.A. (or A.S.A) certified with a BPF of 1.20.
 - c. **Metal cleats are not allowed.** Shoes must be worn by all players.
6. **Playing Rules**-A regulation game consists of 7 innings, with a time limit of 70 minutes (no new inning will start after 70 minutes). If the score is tied after 7 innings

and the time limit has not expired, the game can continue until there is a winner or the time limit expires (games that end in ties will stand).

- a. All games are official after 5 innings if a team has lead of 10 or more runs. A game will end if the home team is ahead by 10 or more runs after 4 ½ innings.
- b. Batters will begin each at-bat with a 1-1 count. The batter will be allowed one courtesy foul ball. After the courtesy foul ball the next strike pitched must be hit fair or the batter will be declared out on strikes.
- c. Courtesy runners are allowed. The last out recorded will be the runner (regardless of gender in Coed).
- d. A player leaving the line-up for any reason, other than injury, will be declared out each time their position in the line-up is to be at bat.
Exception: In the Coed Recreation league a player leaving for any reason will simply be skipped in the batting order and no out declared. If a player is forced to leave due to injury, they will simply be skipped in the batting order and no out declared.
- e. Teams are permitted 3 over the fence homeruns per game. Any over the fence homerun after 3 will be declared an out.
- f. The winning team must report the score to McMinnville Parks and Recreation within one week of the game or the game can result in a double forfeit (both teams receiving a loss). Scores can be reported by email to: ganzers@ci.mcminnville.or.us
- g. Teams must have 8 eligible (rostered) players at game time (5 minute grace period). Failure to field a legal team will result in a forfeit.
Exception: The Coed Recreation league should make reasonable adjustments necessary to play the game.
- h. Defensively, coed teams must have at least 4, but no more than 5, of each gender to start or continue a game. **Exception:** The Coed Recreation league should make reasonable adjustments necessary to play the game.
- i. Teams will bat all rostered players in attendance. This also allows for free substitutions defensively without changing the batting order. Late arriving players can be added with no penalty to the bottom of the batting order until the first batter has started his/her 2nd at-bat.
- j. Coed batting order-Teams must alternate male/female. If there are unequal numbers of male and female players, teams must bat the “wheel”, which separates the batting order into male and female players. Once every player of one gender has batted, that gender lineup starts over, continuing to alternate male/female.
- k. When a male batter in either coed league is walked intentionally or unintentionally, he is awarded second base and the following female batter must bat. **Exception:** With two outs the following female batter has the option to bat or walk.
- l. **Coed only-** An 11-inch ball will be used when a female is batting and a 12-inch ball will be used when a male is batting. If the wrong ball is used for a female batter, the batter has the option of a re-pitch with the correct ball, or taking the result of the play. If the wrong ball is used for a male batter, the result of the play will stand. Umpire will have one of each ball, but it is the defensive team’s responsibility to ensure the correct ball is in play.