

# McMinnville Parks and Recreation

## Adult Slow-Pitch Softball Rules

1. **General Rules**-McMinnville Parks and Recreation Coed 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, email 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 that team's next scheduled game. McMinnville Parks and Recreation reserves the right to increase that suspension to any length of time.
  - 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. By law, alcoholic beverages are prohibited at Joe Dancer Park, including the parking lots.
  - d. By law, smoking is not permitted at Joe Dancer Park.
  - e. By law, pets are not allowed, either on-leash or off-leash, in Joe Dancer Park.
5. **Equipment**-Umpires will supply game balls. A 12 inch ball will be used for all players. Umpires will give used game ball to home team after the game. All other equipment is the responsibility of the teams.
  - a. Teams may be required to provide 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), and a drop-dead limit of 75 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). The home team scorebook is the official record of the game.

- 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. Teams are limited to 6 runs per inning through the 5<sup>th</sup> inning (inning ends after 3 outs or 6 runs scored). The 6<sup>th</sup> and 7<sup>th</sup> innings, if played, are unlimited.
- c. Batters will begin each at-bat with a 1-1 count. The batter will be allowed one foul ball with 2 strikes. After a foul ball with 2 strikes, the next strike pitched must be hit fair or the batter will be declared out on strikes.
- d. Halo rule – The “halo” area extends to one foot on either side of the pitching rubber and one foot above the pitcher’s head. A sharply batted ball traveling through this area will result in an immediate dead ball and the batter being called out. Runners may not advance and additional outs may not be recorded. Halo violations are at the sole discretion of the umpire.
- e. Courtesy runners are allowed. The courtesy runner will be the person of the same gender who recorded the last out.
- f. 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.
- g. Teams are permitted 3 over the fence homeruns per game. Any over the fence homerun after 3 will be declared an out.
- h. On an over the fence home run, the batter and all base runners are credited with a score. The batter and any runner on base does not need to advance and touch the bases. They should go directly to the dugout area. This eliminates any base running appeals.
- i. The winning team must report the score to McMinnville Parks and Recreation within two weeks of the game or the game can result in a double forfeit (both teams receiving a loss). Scores can be reported by email to: [tomnbonnie2@gmail.com](mailto:tomnbonnie2@gmail.com)
- j. Teams must have 8 rostered players at game time (at least 4 of each gender). Failure to field a legal team within 5 minutes of the scheduled start time will result in a forfeit.
- k. Defensively, coed teams must have at least 4 men and 4 women, but no more than 5 men or 5 women, on the field.
- l. Teams will bat all players in attendance. This 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 in the line-up has started his/her 2<sup>nd</sup> at-bat.
- m. 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.
- n. When a male batter in the coed league is walked, intentionally or unintentionally, he is awarded second base and the following female batter must bat. The batter may go directly to 2<sup>nd</sup> base without touching 1<sup>st</sup> base, all baserunners must proceed to and touch the next base, or bases, in order. **Exception:** With two outs the following female batter has the option to bat or walk.

- o. An orange or black strike mat will be used for the umpire to determine balls and strikes. Any legal (arc) pitch the batter does not swing at that touches any part of home plate or the mat is a strike.
- p. **Commitment line/scoring line:**
  - **Once a runner crosses the commitment line between 3rd base and home plate, they must continue to the home scoring line – they cannot return to 3<sup>rd</sup> base unless they are tagging up on a fly ball.**
  - **After the runner crosses the commitment line, the play becomes a force play at home.**
  - **If the defensive player catches the ball and touches home plate before the runner breaks the plane of the scoring line, then the runner will be called out.**
  - **The defensive player may never tag base runners unless they have not crossed the commitment line.**
  - **Baserunners will be called out if they intentionally or unintentionally touch home plate, run over the plate, make intentional or unintentional contact with the defender, or slide/dive over the scoring line. The runner has scored once they break the plane of the scoring line. The runner will not be out if the catcher or other defenders are blocking the scoring line so the runner is not able to reasonably cross it properly.**
  - **EVERY play at home plate is a FORCE play. DO NOT TAG THE RUNNER.**

7. Parks and Recreation contact: 503-474-4930  
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