

Williamson County Parks & Recreation
Adult Sports – Softball
Rule Guide —2019
Eligibility & Player Conduct

1. All players and coaches must be 18 years of age or older.
2. No league fee will be refunded once the season starts.
3. **All rosters must be completed and turned in to the Field Supervisor before the first scheduled game.**
4. All players must sign the roster before the first game to be eligible to play.
5. **A player's complete name, address, phone number, and signature MUST be on the player roster before playing in a game.** Coaches have five (5) weeks from the start of the season to add players to their roster. No changes or additions can be made after the fifth week of play, unless approved by the league coordinator. Players cannot change teams from their original roster once the season starts, unless their original team drops out of the league, or unless approved by WCPR Adult Sports Staff. A player must play at least one week during the regular season to be eligible for post-season participation.
6. Teams shall be allowed to carry 20 players and 1 coach on the roster. All players and coach, in order to be eligible, must sign an official player contract / roster. Coaches are responsible for having all players sign their roster prior to playing. It is also the coach's responsibility to inform the players of the rules and regulations set forth by the WCPR Athletic Department. Ignorance of the rules will not be an excuse.
7. **Participants may play in one league / division per night. While it is not encouraged, participants may play in multiple leagues / divisions during the week. No more than one player from 4A may play in the lowest division, A. League winners will be required to move up, when possible, even if it means playing on a different night.**
8. Any player whose eligibility is questioned must provide a valid driver's license to the league supervisor upon request. If no ID can be provided, the player will not be allowed to play.
9. All protests of eligibility must be brought to the attention of the League Supervisor immediately **BEFORE** the game or the protest will not be accepted. There is no protest fee to check player eligibility. **No judgment call will be protested.** The protest must be presented to the league supervisor prior to the start of the next pitch, or it will stand as official. Post-game protests will not be considered.
10. **ALL FACILITY / PARK / ARENA RULES MUST BE FOLLOWED.**
11. **No Tobacco** will be allowed on the field or in the dugout for players and umpires.
12. Only one spokesman is permitted for each team. This is the captain or coach of the team designated at the beginning of the game. The spokesman (captain or coach) will accept full responsibility for the actions of the team and its fans. All spectators must remain in the seating area during the contest. Anyone not wishing to abide by this rule will be asked to leave the venue. At no time are children to be left unsupervised in or at the facility.
13. A player, coach or spectator involved in fighting will be immediately removed from the contest and facility/venue. In addition, the involved parties will be suspended from all recreational leagues and facilities indefinitely. Any individual, player or spectator, acting in a threatening way to a Supervisor, Umpire or another player will be suspended indefinitely.
14. Abuse of Umpires, Officials, Supervisors and / or WCPR Staff may result in suspension for two or more games/matches. This includes after a game is complete. No player shall touch or threaten a League Official, Umpire or Referee. The penalty for this is the person(s) will be barred from ALL WCPR Department activities and facilities for an indefinite period to be set by the WCPRD.
15. Any unsportsmanlike conduct or ejection as deemed by the Umpire, Supervisor, or Coordinator will result in the participant being removed from that contest. You do not have to receive a warning before being ejected from a game. Any ejected player must also leave the facility immediately and

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will not be able to participate in any WCPR leagues until they have spoken with and have been reinstated with an WCPR Adult Sports staff.

16. If a player or coach is ejected from a game on two separate occasions during one season, the WCPR Athletic Division Staff will review that person for the purposes of the suspensions or other appropriate action.
17. Consumption of Alcoholic Beverages at any WPCR Facility, Field, or Event, is strictly prohibited. Appropriate action will be taken against offenders, including notifying the local authorities.
18. Persons intoxicated or thought to be intoxicated will not be allowed to participate and must leave the facility immediately. This applies to spectators as well.
19. Profane language and unruly behavior by players or spectators will not be tolerated.

General Game Rules

1. USSSA Softball Rules and this WCPR Supplement will be the guidelines for all league play, all Men's Leagues and all coed Leagues.
2. Double-Header leagues will play two 55-minute games. Each game will stand on its own. Extra time cannot be carried from one game to the next. Time will be kept on the field by the Umpire with a stopwatch. No new inning will start after 55 minutes. **NOTE: If the home team is batting and the 3rd out of the inning is made before time expires, then a new inning will start. If the visiting team is batting and time expires then the inning will continue and the home team will have the opportunity to bat, only if the home team is losing.**
3. Delay of Game rule according to the USSSA rule book will be enforced.
4. Tie games—At the end of 7 innings within the 55-minute time limit, or if tied as time runs out, then the last batter to make an out for the visiting team goes to third base. Batting team gets one out to score up to four runs (cap at four runs), then repeat process for the home team. If the game is still tied after one chance each, game ends in a tie. **Automatic outs for playing short-handed due to an ejection, injury, or a player voluntarily withdrawing from the game will be in effect for the tie breaker.** Tournament Championship games only will play to conclusion with a 55 minute time limit and no tie breaker. A new inning will be played if time has expired and the game is tied after the bottom half of the last inning. If after the extra inning the game is still tied we will play international tiebreaker rules.
5. For games that are shortened for any reason, four (4) innings are required for a complete game. If a game is rained out after the 4th inning, the official score will be what is recorded at the conclusion of the final complete inning.
6. All games, including the League Championship Games, will have a time limit of 55 minutes.
7. A team can start the game on time with 9 players. If you are going to play the entire game with only 9 players you must notify the umpire before play begins, then the 10th spot in the lineup will NOT be called out. Once a team bats thru the line up, a 10th batter / player may not be added to the batting order, or be used as the 10th fielder. He may be used as a sub for that game. If you know that your 10th player is going to show then you can take an out each time his/her spot come up in the batting order, once your 10th shows up then they can enter immediately. Use of the grace period to wait for a 10th player is prohibited. If the 10th player arrives prior to batting through the line up, he must be put at the end of the batting order and can enter immediately. If a team starts with 10 players, they can finish with 9 players. Any extra hitters cannot be used as a sub. In the case of an injury, ejection, or a player voluntarily withdrawing from the game (if no sub is available), an out will be recorded each time that spot comes up in the batting order and the Home Plate Umpire must be informed. Teams can also bat 11 batters and play 10 defensively. Batting order cannot change, but defense can change at will (WCPR Rules). *For Coed Batting regulations, see Specific Coed Rules on page 5.*

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8. All batters will start with one ball and one strike count. Batters with a 2-strike count will receive an extra foul ball.
9. Base runners may advance on ANY caught foul fly ball.
10. A pitched ball must arch at least 3 feet from the point of release, but no higher than ten feet from the ground before passing any part of home plate.
11. All leagues will have the NO COLLISION RULE. It will be the BASE RUNNER'S responsibility to STOP, SLIDE, GO BACK, or GO AROUND. This applies to all bases and baselines. A defensive player must not stand in the base path or block the base/plate without the ball. At first base, batter's attempting to beat out a ground ball must always use the **ORANGE BAG**. Failure to use the **ORANGE BAG**, if there is a throw to first, will result in that player being called out. This is not an appeal play. The defensive player uses the white bag ONLY, on this and all plays at first.
12. For any play at home plate, the catcher is encouraged to receive all throws from in front of the plate. After receiving the ball, the player may then move into the base path.
13. Each team will have the option of batting every person on their roster that is present at the game. If the team wishes to exercise this option, it must be declared before the start of the game and will remain in effect until the conclusion of the game. If a spot becomes vacated in the batting lineup, an out will be charged at this spot. It is an ALL OR NONE option (9, 10, 11, or ALL). Players arriving after the start of the game cannot be added during the game for the BATTING EVERYONE option.
14. Base coaches and one on deck batter are the only people out of the dugout.
15. Bases will be 65' - 70' for all of the leagues.
16. Note for Base Runners - All Adult Leagues: For base runners at first base (double bag), once the runner is established at first base, he or she may choose to stand on either the white portion or the orange portion without penalty. This has been established for those runners who feel that they may be in harms way while standing on the white portion of the bag. **This rule does not apply to runners who may have to return to first base (tag ups for fly balls, etc.), the white bag is the only bag that is in play for these instances
17. The Courtesy Runner: Each team will be allowed to use a courtesy runner of their choosing to run for one player per inning. In that SAME inning, if the same player, (*the one you used a CR for previously*) comes up to bat multiple times in the same inning, then you can use a courtesy runner (*Must be the same courtesy runner you used previously*) for that player. Any player can be used, but if the courtesy runner is still on base when his/her turn at bat comes up, an out will be recorded at the plate. If the courtesy runner has been used and an injury occurs, and no sub is available, an additional courtesy runner will be allowed. The injury has to occur during the course of the game. The injured player will not be allowed to return to the game and will not reenter the game. Courtesy Runner for Coed League: See Coed Rules.
18. Mercy Rule applies when a team is up by: 20 runs after 3 innings, 15 after 4 innings, or 10 runs after 5 innings. The "USSSA FLIP FLOP RULE" will not be used in WCPR League or Tournament play. The Mercy Rule will not take effect until 40 minutes of game time has been played. The losing team can opt to end it prior to the 40 minute time.
19. All players must wear the same color T-shirt(s) or jersey(s) with different numbers.
20. Each team must provide a new ball for each game.
21. No metal or steel cleats allowed.
22. Home team is responsible for the official score sheet and will turn in SCORE SHEET and CLIPBOARD to Field Supervisor at the end of game.
23. Score sheets will be provided. Player's first or last names and numbers must be legible.
24. Coaches are responsible for picking up and returning official league score sheets to the League Supervisor at the end of a single game or at the end of a double header.

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25. Blood Rule-Umpire’s judgment will prevail.

26. Home Run Limits

Unlimited League – Unlimited Homeruns

4A Men’s Leagues - 8 (eight) Home Runs Per Game

3A Men’s Leagues - 6 (six) Home Runs Per Game

2A & 2AB Men’s Leagues - 4(four) Home Runs Per Game

A Men’s Leagues - 1 (one) Home Run Per Game

All Coed Leagues - 3 (three) Home Runs Per Game for men, unlimited for female

Once a team has reached its League Home Run Limit, an out will be recorded. There is no requirement to run out over the fence home runs. There is no requirement to touch the next base on over the fence home runs.

27. Bats-- All stamped “Official Softball Bats” will be legal for league play except the Miken Ultra, Miken Ultra II, Miken Ultra II Legacy, and all Titanium bats. All other bats that exceed 1.20 bpf or without the wording “Official Softball” stamp or illegible will also be illegal for league play. All Wooden Bats stamped “Official Softball” are legal for play. **ALL BATS MUST HAVE 2012 USSSA STAMP**

28. **Legal Ball**—Men’s Leagues and Coed Leagues will use any 12”, 44 COR, with a 375 maximum compression, White or Yellow Ball. ALL core and compressions must be legible on all softballs. Softball must have a stamp, no stickers. (Ex. Apex Outlaw or Bullet). For Women’s Leagues and female batters in Coed Leagues, all females will also hit the 12” 44/375 White or Yellow Ball. If, in the Umpire’s judgment, the ball is too dirty or muddy, the batting team will be asked to replace the ball before play will resume. WCPR recommends that teams bring clean towels or Soft Wipes to keep the ball in playable condition.

29. **Sportsmanship Rule**—All teams will be awarded a sportsmanship rating for each regular season series played. If it is a double header league those two games will be considered for the full grade. Grading will be on a scale of 1-5 and you will receive a grade from the opposing team as well as each umpire. If you have a player ejected you will then be graded on a scale of 1-3. If you have more than one player ejected you will receive a score of 1 for the series. **If your team has an average sportsmanship rating below 3 you will not be permitted to play in the tournament.** If a game is a forfeit the average score of the teams ratings up to that point will be used for the forfeited games. Things you will be graded on will be respect towards the game, respect towards the opposing team and respect towards the umpires/supervisors.

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5 – 5 Coed League Rules

1. Teams field 10 players defensively, but must follow USSSA AH rules. When playing with 10, teams must have 2 men and 2 women in the infield, and 2 men and 2 women in the outfield. There are no restrictions as to the positioning of the fielders. The pitcher and catcher positions must alternate sexes. Teams may only field 9 players; 5 males, 4 females or 4 males, 5 females (starting the game, or because of injury or ejection). When playing 6 females and 4 males, the pitcher and catcher may both be female. Teams may consist of any amount of females as long as they outnumber the men without taking an automatic out. Teams could consist entirely of females if wanted. Team defensive line-ups may consist the following combinations:
 - a. 5 Males and 5 Females
 - b. 5 Males and 4 Females
 - c. 4 Males and 5 Females
 - d. 4 Males and 6 Females
2. Batting order must alternate sexes in all co-ed leagues. Teams have the option of 9, 10, 12, or all. In order for a team to bat more than 10, the extra batters must alternate sex or be female. There is no penalty for 2 or more women batting consecutively, unless a spot in the line-up has been vacated due to injury or ejection, and there is no sub available. An out will be recorded any time 2 males bat consecutively.
3. If male player is walked, second base is awarded and the following female batter may also take a walk. If she elects to bat, the male still gets second. The male batter will not be required to touch first on his way to second base.
4. An Encroachment Line will be drawn 175' in the outfield. This line is used for when the females are batting, and all outfielders must stay behind the line until the ball is hit. There cannot be more than 6 players on the infield when a woman is batting. All infielders must be behind the base lines and in front of the outfield grass line when a woman is batting. Also, fielders must stay on their respective of 2nd base i.e. no shift can be in place. Once contact has been made the outfielders may cross the line and infielders may cross the base line and/or go into the outfield grass. If an outfielder crosses the line before contact has been made or an infielder crosses the base line or goes onto the outfield grass before contact has been made the female may be awarded first base.
5. Male batters will bat the White or Yellow 12" .44 COR ball, with a 375 max compression. Female batters will bat the White or Yellow 12" .44 COR ball, with a 375 max compression
6. The Courtesy Runner: Each team will be allowed to use a courtesy runner of their choosing to run for one player per inning. In that SAME inning, if the same player, (*the one you used a CR for previously*) comes up to bat multiple times in the same inning, then you can use a courtesy runner (*Must be the same courtesy runner you used previously*) for that player. Any player can be used, but if the courtesy runner is still on base when his/her turn at bat comes up, an out will be recorded at the plate. If the courtesy runner has been used and an injury occurs, and no sub is available, an additional courtesy runner will be allowed. The injury has to occur during the course of the game. The injured player will not be allowed to return to the game and will not reenter the game. The CR must be of same gender. Males may only run for males. Females may only run for females.
7. Coed Home Run Limit: The men will be limited to 3 (three) home runs per game for all coed leagues. Females will be allowed unlimited home runs.

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7– 3 Coed Softball Rules

1. Teams must have 3 females to start a game
2. Teams field 10 players defensively; there are no position requirements of any players. (ex. 2 men and 2 women in the infield, and 2 men and 2 women in the outfield). The pitcher and catcher positions can be of the same gender. Teams may consist of any amount of females as long as they outnumber the men without taking an automatic out. Teams could consist entirely of females if wanted.
3. Batting order **cannot** have more than **3 male batters in a row**. Teams have the option of batting 9, 10, 11, or all. In order for a team to bat more than 10, your #11 batter must be female; the extra batters must alternate sex or be female. There is no penalty for 2 or more women batting consecutively, unless a spot in the line-up has been vacated due to injury or ejection, and there is no sub available. **An out will be recorded any time more than 3 males are batted consecutively.**
4. If male player is walked, second base is awarded and the following female batter may also take a walk. If she elects to bat, the male still gets second. The male batter will not be required to touch first on his way to second base.
5. Players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time.
6. An Encroachment Line will be drawn 175' in the outfield. This line is used for when the females are batting, and all outfielders must stay behind the line until the ball is hit. There cannot be more than 6 players on the infield when a woman is batting. All infielders must be behind the base lines and in front of the outfield grass line when a woman is batting. **Also, fielders must stay on their respective of 2nd base i.e. no shift can be in place.** Once contact has been made the outfielders may cross the line and infielders may cross the base line and/or go into the outfield grass. If an outfielder crosses the line before contact has been made or an infielder crosses the base line or goes onto the outfield grass before contact has been made the female may be awarded first base.
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Forfeits

1. If a team forfeits a total of 6 games in double header leagues or 3 games in single header leagues, that team may be dropped from the league, or be ruled ineligible for tournament play.
2. Forfeit Times-- All games will have a fifteen minute grace period. 6:00 double headers will have forfeit times at 6:15 and 6:30. 8:00 games will have forfeit times of 8:15 and 8:30. All single headers and make-up games will have a fifteen minute grace period as well. When 9 players arrive, the game will start. No waiting for the 10th player to arrive. The field supervisor will make the final decision. **There will be no grace period given during the tournament.**
3. If a coach knows in advance of game time that they cannot field a team, he/she must call 370-3471 ext. 2114.

Pitcher's Protected Area Rule

1. A 6ft wide by 12ft deep rectangular box will be designated as the Pitcher's Protected Area. A pitcher may pitch from the rubber or inside any part of the 2ft by 6ft Inner Pitching Box. A pitcher must come to a complete stop from the rubber or from inside of the Inner Pitching Box before releasing the ball. If not on the rubber, one foot must be in or touching the Inner Pitching Box. The Inner Pitching Box serves as a measure to give the pitcher added distance from the plate.
2. The Pitcher's Protected Area extends beyond the rear of the 6ft by 12ft box, indefinitely.
3. Player Safety PITCHER'S BOX—**When a sharply hit batted ball is hit inside of the Pitcher's Protected Area, from the ground to the top of the pitcher's head, the batter will be called out.** The play is dead and the runners cannot advance. Always continue to play until the Umpire makes a call, the ball must be hit with some force (do not assume the Umpire will make an out call). If, in the opinion of the Umpire, a hard hit ball strikes the ground prior to the box and endangers the pitcher, the rule can still be applied. **There are no warnings issued and the rule will be enforced.**
4. **If both of the pitcher's feet are outside of the pitcher's safety box, the pitcher will be considered just a defensive player and the automatic out does not apply.**
5. On a softly hit ball entering the pitcher's box this rule will not apply. Umpire's discretion will apply.
6. **Unsportsmanlike Conduct---**Any player, heard by the Umpire, Supervisor or League Coordinator, verbally threatening to "shoot the middle" or put another player in danger, will be considered unsportsmanlike conduct. The penalty for this will be ejection from the game by the Umpire and indefinite suspension from the league by the League Coordinator.

Rain Outs

1. Games canceled due to weather will be rescheduled through the WCPR Adult Sports. Rainouts will be made up at the discretion of WCPR Adult Sports. Most games will be made up on the regular night of play. **In the event of multiple rainouts, WCPR Adult Sports reserves the right to play on alternate nights or cancel games and move directly to the tournament.** Teams will be given a minimum of 24 hours notice for all rescheduled games, regular season and tournament.
2. Most rainout decisions will be made prior to 4:00 p.m. Call 370-0209. Rainout decisions made after 4:00pm will be made at the ball field.

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Tournament Seeding and League Ties

1. Record Tire-breakers: Head to Head, Run Differential, Common Opponents.
2. Tournament seeding will be determined after the last week of the regular season.
3. The team with the best regular season record will be the Home Team each tournament game.
4. All games, including the League Championship Games, will have a time limit of 55 minutes.