

Harrisburg Parks and Recreation
Adult Coed Softball
Rules & Regulations

USSSA will govern play in all organized adult softball leagues administered by the Town of Harrisburg Parks and Recreation Department where not stated in the following Rules and Regulation of Adult Coed Softball.

Updated 3/15/2023

I. LEAGUE ADMINISTRATION

1. The league shall be administered by the Harrisburg Parks & Recreation Department. The Department reserves the right to make any changes that they deem necessary for the betterment of league play.
2. If a mandatory team captains meeting is held and someone from your team is not present, there will be a -10 point penalty deducted from your overall score. This will take action in Spring 2018 season.

II. TEAM COMPOSITION

1. Team rosters may not exceed 25 players.
2. All players must sign the Roster/Wavier before they will be able to play. Roster with signatures will be placed in the Adult Softball Book.
3. A player must be 17 years of age on or before May 1 of the current year for the Spring season and October 1 of the current year for the Fall season. All players that are 17 must have a waiver signed by their parent/guardian on file at the Parks and Recreation office each season.
4. All players must be listed on the official team roster which must be on file with the Harrisburg Parks & Recreation Department at least 24 hours prior to the first game or when established by the department.
5. Any changes to the rosters must be submitted to the Recreation Coordinator prior to the third game. All rosters will be final by the third game and no additional changes may be made after this time. An updated roster may either be emailed in. Rosters should include each player's name, date of birth, age, and phone number.

6. Players may be picked up (Male or Female) during the REGULAR season who are not on the official team roster submitted by the team captain by the 3rd game. You can only pick up players if your team is short rostered players. You can only pick up a **MAXIMUM of 2** Players that are not on your roster. Male players who are picked up must bat last in the line-up. If captains need to pick up a player not on the roster, they must email/text/call the Recreation Coordinator/Supervisor of the Adult Coed Softball League about the pick-up. Can be before or after the game. (ekegley@harrisburgnc.org), 704-773-5756
 - a. TOURNAMENT PLAY – Teams may not pick-up any players who are not listed on the official rosters submitted by the team captain.
7. Teams play with 10 players in the field, for co-ed, minimum four women and maximum six men. Positions in the field are not dictated. If you start a game with 10 players the legal combinations are: 4 women and 6 men OR 5 men and 5 women. You may start a game with 9 players if need be, but 3 must be women. If you start a game with 9 players, the 10th batting position or in the batting order where the 4th female bats, will be counted as an out.
8. If a player has to leave the game early (including ejections), then an automatic out will be given for that spot in the lineup if there is no substitute on the bench.
9. In co-ed, no more than two males can bat in a row. The batting lineup should consist of no more than 12 players, with the maximum number of men being 6. The following are the recommended batting combinations:

6 men and 4 women

RECOMMENDED COMBINATIONS ARE:

**M * M * F * M * M * F * M * F * M * F
F * M * M * F * M * M * F * M * F * M**

6 men and 5 women (alternate man/woman)

5 men and 5 women (alternate man/woman)

5 men and 6 women (alternate man/woman)

6 men and 6 women (alternate man/woman)

3 males cannot bat in a row

10. Teams may have a DH (designated hitter) for the PITCHER POSITION ONLY
11. In co-ed, if a player shows up late, they will be considered a sub if you are already playing with 10.
12. For a player to be fielding, they must be in the batting order. You can rotate positions in and out every inning, just as long as the player is in the batting order.

13. You can only utilize **1** courtesy runner **PER GENDER, PER INNING** (unless it is for the same batter). The courtesy runner has to be the same gender and not one of the next two batters.
 - a. **Addendum:** If the batter that utilized a courtesy runner in an inning bats a second time in the same inning, the courtesy runner utilized can be used again.
14. Females that are currently participating in the league may fill in for a missing female on another team, within either league, with the opposing team captain's approval. All females playing in the leagues must be on one (1) team's official roster. Below are the only circumstances where a team may pick up additional female players:
 - a. If the team playing only has 2 of their rostered females present they make pick up 2 rostered females from other teams.
 - b. If the team playing only has 3 of their rostered females present they make pick up 1 rostered female from another team.
 - c. If a team has less than 2 of their rostered females, the game will be considered a forfeit.

III. PLAYING RULES

1. Homerun Limits: **5 PER GAME**; Subsequent homeruns are counted as outs.
2. 7 inning game or 1 hour time limit. If the game is a tie after the time limit, we will play out ties for up to 15 additional minutes. After that, the game will be declared a tie. Playoffs are an exception.
3. Run rule per inning. Each team can score a max of 10 runs per inning **unless** your team is trailing. The trailing team is allowed to score as many runs as you can to go up by 5 runs. (Example: Top of the first inning. Visitor team scores 10 runs. Home team comes to bat and can score up to 15 runs). The **3rd inning**, teams can begin to score unlimited runs.
4. Championship game with have a 1 hour and 30 minute time limit.
5. **Game time is 1 hour. Once the hour has expired teams will finish the inning they are in.** Game time is the responsibility of the scorekeeper and will begin on the first warmup pitch of the game. Teams may check the game time with the scorekeeper between innings.
6. Slow pitch, less than 10 feet, above 3 foot arc limit.
7. Intentional fast pitches with no arc are subject to automatic ejection of the pitcher (Discretion of the umpire).

8. Batters start with a one ball, one strike count. If a batter hits a foul ball with two strikes, the third strike does not count. If they hit a second foul ball with two strikes, they are out with three strikes. There is a foul on the third strike.

9. If a batter hits a home run, they are not required to run the bases.

10. Pitcher's Protective screen: Purpose: The pitching screen is for the pitcher's protection only. The pitcher must use the screen in the manner in for which it was intended, the pitcher's protection. Location Requirements: The location of the screen is as follows: It must be placed with one leg of the screen touching the pitcher's rubber. The pitcher has the option to make minor movements of the screen during pitching. These should be done quickly.

Batted Balls – Batters start with a one ball and one strike count. If a batter hits the screen, or goes through the hole with two strikes, the third strike does not count. If they hit the screen or go through the hole for a second time with two strikes, the batter will be called out like any two-strike foul.

Thrown Balls – A thrown ball that touches the screen is a live ball, unless it leaves the field of play, at which time it would become a dead ball.

11. In co-ed, if a male is walked with a female on deck, the male gets 2 bases and the female following him in the batting order gets an option to take first or to bat. Also, if 2 men in a row are walked to get to a female, the second male gets 2 bases and the female has the option of hitting or walking. Otherwise, only one base is allowed for walks.

12. A FORFEITED GAME shall be awarded as a 7-0 victory in favor of the team not at fault, if the game has not begun. If the team currently leading causes the game to be forfeited, the official score shall be recorded as 7-0. If the team currently trailing causes the games to be forfeited, the official score shall stand.

13. Team Line Ups are due to the scorekeeper 10 minutes before game time.

IV. CONDUCT

1. The purpose of the league is to have fun. If a player uses offensive language, yells at other players or officials or behaves in an unsportsmanlike like manner, he/she may be ejected. An ejection is an automatic one game suspension. Fighting is an automatic ejection from the league.
2. Two or more ejections in the same season will result in suspension of the league for the remainder of the season.

V. OFFICIALS

1. Officials shall be certified and authorized by Harrisburg Parks & Recreation. The referee will have authority over the game and his / her decisions over goals scored, rules, etc. shall be final. Please respect their rights and work with them to ensure a well played game. There will be no less than two officials for any game.
2. Officials shall:
 - a. Make all decisions for infringement of the rules committed within or outside the boundary lines from the beginning of the game to the end.
 - b. Act as timekeeper and allow the full or agreed time, adding any time lost through injury or other causes at their discretion.

VII. PROTESTS

1. There will be no protests.

VIII. UNIFORM / EQUIPMENT

1. Bats and balls will be used in accordance to USSA Rules and Regulations. Please visit: <http://web.usssa.com/usssa/usssa-general/2016SPRulebook.pdf> for rule book and list of banned bats.
2. BALL SIZE –USSSA: The Classic M ball has a COR of 40 or less and a compression of 410 or less. USSSA rules do not allow the COR and Compression information to be written on the ball.
3. Teams are not required to purchase uniforms. However, all team members should wear the same color and a number on the jersey is recommended.

IX. FORFEITURE

1. A **10 minute grace period** will be granted for the first game of the night only. This will be taken off your game time. For example – if your game is scheduled to start at 6:30pm and does not start until 6:40pm due to players arriving late, the game will still end at 7:30pm. (Exceptions will be made by umpires in extreme circumstances)

X. CANCELLATIONS / INCLEMENT WEATHER

1. For the most up to date information on cancellations, call the Harrisburg Parks and Recreation Inclement Weather Line at 704-455-2903 or visit www.HarrisburgNC.org. If

no cancellation has been made, please attend your game. Should inclement weather arise, the official will make a call at the field.

2. Any game that is stopped at halftime or beyond will be counted as a complete game. Games that have not reached halftime will be continued from that point on their makeup date.
3. Any games that must be re-scheduled will be done so by the Harrisburg Parks & Recreation Department.