

## **SEASON**

- 14 games plus top 4 teams make the playoffs
- Games are Friday Nights at 6:15p, 7:30p & 8:45p, scheduled times vary
- 8 teams max
- Games played on Forges Adult Softball Field

## **USSSA RULES:**

- Any rules not covered in this rule book will be governed by USSSA rules as directed by the umpire. USSSA rules may be accessed by going onto the official USSSA website or using the rule book you were provided for the season.

## **ROSTERS**

- No more than 20 players may be on a teams roster
- Players must appear (this includes: pinch hitting, pinch running, an at bat, or playing at least 1 out in the field) in at least 8 games to be eligible to play in the playoffs
- Rosters are final at the start of the season, and must be turned into the Recreation office completed by each player along with their signature by 4:00p on the day of their first scheduled game.
- Teams can replace up to 3 players on their roster prior to their 10<sup>th</sup> game.
  - Players being replaced will be crossed off the roster and will be replaced by the new player. The replaced player is no longer eligible to play on a team in the league for the remainder of the season.

## **RUNNERS:**

- Teams are allowed 1 pinch runner per inning, along with the pitcher receiving an automatic pinch runner. The pitcher receiving the pinch runner must be the player who pitched the 3<sup>rd</sup> out in their teams most recent fielding inning.
- A pinch runner can relieve a runner from any base.

## **HOME RUNS:**

- Teams are allowed a maximum of 6 homeruns per game. Any homerun hit after 6 is considered an out.
- A home run is considered a ball hit over the outfield fence.

## GAME CHANGER APP

- All team captains must download the game changer app and use it to submit their rosters and scores after every game.

## GAMES:

- Teams playing with 9 do not need to take an out at their 10<sup>th</sup> players at bat. Teams that start with 10 or more players and a player is removed from a game for injury, ejection, etc, and a rostered player is not available for replacement will take an out in that players line-up spot.
- All players in a line up, must be listed on a teams roster and must have signed the Team's Roster/Waiver agreement prior to playing.

## INNINGS

- 7 inning games or max time limit
- No new inning can start after 1 hour and 5 minutes

## RUN/MERCY RULES

- 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.

## DELAY OF GAMES

- Teams will be issued 1 delay of game warning (not being prepared to hit, teams taking too long to take the field, etc). Penalty for offense: the batter will be assigned a strike after 10 seconds of not being in the batters box ready to hit, after 20 seconds the batter will be called out (please see rule 7, Section 3C). Penalty for defense: if the fielding team is not prepared to play after 1 minute of the umpire declaring "play ball" during that inning, the team will automatically forfeit.

## BATS

- All bats must pass the bat testing process on the bat testing scheduled date to be able to be used in the league. Bats that pass the test will be given an USSSA hologram decal. Only bats that pass the test and have the USSSA hologram decal can be used in the league without exceptions. **Bats will be tested before every season.** Bats tested for the Plymouth Recreation Coed League during the same season do not need to be tested again for the Men's league and vice versa.

## PITCHING

- USSSA official Slow Pitch: The ball must be delivered with perceptible arc and reach a height of at least 3 feet from the release of the pitch, while not exceeding a maximum height of 10 feet from the ground. The League uses a mat to determine balls and strikes. If the ball hits the mat or home plate and is the appropriate arc it will be a strike.
  - There will be 3 warm up pitches allowed in the first inning or for new pitchers. There are no warmup pitches in between innings.

## BASES ON BALLS & STRIKE OUTS

- 3 balls will be considered a walk and a strike out is 2 strikes with no foul to waste.

## OFF-FIELD BEHAVIOR

- Please respect the property in the park and especially the surrounding homes. Please keep noise level down.
- **ABSOLUTELY NO ALCOHOL is allowed on any town property or in any program run by the Plymouth Recreation Department. Anyone caught drinking will be banned from Plymouth Rec. Leagues.**
- **Foul & offensive language needs to be watched; you are playing in a public park.**
- Violation of any of these rules could result in expulsion from the league with forfeiture of registration fee.

## FORFEIT

- Teams must notify the Recreation office by email at [aslusser@plymouth-ma.gov](mailto:aslusser@plymouth-ma.gov) by 4:00pm to avoid a forfeit penalty. If the team forfeiting does not notify the Recreation office by 4:00pm on the day of their game that they are forfeiting the following penalties will take place:
  - 1<sup>st</sup> forfeit with failure to notify the Recreation office by email at the above email address by 4:00pm on the day of the game is a warning.
  - 2<sup>nd</sup> forfeit of the season by the same team without notifying the Recreation office by email at the above email address by 4:00pm on the day of the game will result in a \$50 fine that must be paid to Plymouth Recreation by cash or credit card before their next game.
  - 3<sup>rd</sup> forfeit of the season by the same team without notifying the Recreation office by email at the above email address by 4:00pm on the day of the game will result in a \$100 fine that must be paid to Plymouth Recreation by cash or credit card before their next game and also the loss of their opportunity to play in the playoff's.
  - Teams that fail to make payment on their fine will forfeit their remaining games until payment has been made.
  - If a team forfeits, they will lose 15-0.

## **GRACE PERIOD**

- Teams will have a 10-minute grace period for their 9<sup>th</sup> rostered player to show up for the 6:15p game only, there is no grace period for subsequent games. After 10 minutes if the team does not have 9, they forfeit.

## **EJECTIONS/FIGHTING**

- As a USSSA sanctioned league, there is zero tolerance for physical altercations.
- If a player is ejected from a game, they must immediately pack up their belongings and leave the park. That player is also banned from playing in their team's next scheduled game. If that player is ejected from another game during the same season, they are banned for the entire rest of the season including playoffs. This also includes players in the stands watching other games and fans.
- Any players, or fans involved in any physical altercation will be ejected from the game banned from the league for the remainder of the season. Fans/Spectators will be asked to leave the premise and will not be permitted back to watch any future league games.

## **FIRST BASE**

- Players running to first base must run to the orange base on a hit, unless they are rounding to go to second base. Defensive players are only permitted to use the white base.

## **FIELDING**

- A fielder may not block a base path of the runner on a batted ball unless the fielder has clear possession of the ball or is in the initial act of fielding a batted ball. A catcher or any fielder cannot block the path to the plate or bases on a thrown ball unless they clearly have possession of the ball.

## **MAKE-UP GAMES**

- Make-up games will be schedule for Sunday nights at 6:15p, 7:30p or 8:45p

## **PLAYOFFS**

- Top 4 teams make it into the playoffs. Team ranking go by:
  1. Record
  2. Head to Head
  3. Runs against YOUR TEAM Scored
  4. Runs TEAM Scored

Please note: If there is a 3 way tie for placing it will go directly to #3.

- During playoff's, the higher seeded team will be the home team, there will not be a flip.
- During the championship games **ONLY**, there is no time limit
- Best of 3 series for all playoff games