

PLYMOUTH RECREATION

2023 FALL CO-ED SLOW PITCH SOFTBALL RULES

There is to be no arguing with the official over calls. There is no exception to this rule. Any player, coach, or observer whose temper gets out of control over a judgment call, or who by vulgarity, intimidation or yelling confronts an official, will be warned once. If the infraction is repeated, the offending person can be dismissed from the game and asked to leave the park, and/or not be allowed to continue playing the remainder of the season, depending of severity of infraction.

1. Gender Ratios:

- There shall be no more than 5 rostered players of either gender per team playing the field.
- *With 9 rostered players, the gender ratio must be 5:4. With 10 rostered players, the minimum ratio must be 5:5.
- Starting the game with only 9 rostered players is “shorthanded” (i.e. – each time the 10th batter is scheduled to bat, it is an automatic out. If 10th rostered player of correct gender show up they will bat in first alternating batting position and the shorthanded rule will discontinue.)
- Player’s can play any where on the field as long as there is the correct number of male/female on the field and they are in the line up.
- Extra players can only substitute once per game.

2. Slow Pitch - Pitching: USSSA official Slow Pitch: The ball must be delivered with perceptible arc and reach a height of a least 3 feet from the release of the pitch, while not exceeding a maximum height of 10 feet from the ground. The Plymouth Coed League will now use 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 5 warm up pitches allowed in the first inning or for new pitchers. There will be no warmup pitches in between innings.

3. USSSA Rules: Any rules not covered 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 2023 season.

4. Official Softballs: Females will hit an 11” softball and males will hit a 12” softball.

5. Starting Counts: All batters will start with a 1-1 count. Batters will be allowed 1 foul ball after their 2nd strike. The 2nd foul ball is an out.

6. Rosters – Rosters are final after the 2nd week of games. They must be turned in to the recreation dept. at the end of your teams 2nd game/before the start of your 3rd game. There is a max of 20 players allowed per roster. **Players must carry an ID with them at all time with a picture on it.** Players must be at least 18 years old by the time the league starts no exceptions. ***Players may only be rostered on 1 team per season. If a team plays with an un-rostered player they will forfeit that game, and the other team will win 15-0. *(An Umpire and/or opposing teams coach can question the eligibility of player on a team at any given time)** ***Teams may replace 1 female and 1 male on their roster up until the end of their 6th game.** The player being replaced will be crossed off the roster and no longer be eligible to play for the season. I.e. A female player gets hurt and can’t play for the rest of the season, a team can replace her with another female player.

7. Batting Order

- Batting order will alternate male/female. Either male or female may lead off the batting order.
- Line-Up’s must be swapped between team’s before the start of each game.
- Only same gender substitutions many be made.
- When batting, there will be an automatic out between two of the same sex batting in a row if a team is playing with 5 and 4.
- Extra Batters – must continue with alternating system gender ratio.
- Should you have more then 10 players show up you can put everyone in the line up to hit as long as the order remains guy-girl – the batting order can never have two of the same sex bat in a row unless playing with 9. If someone should get hurt and can no longer bat that is an out, unless you have another rostered player who is not in the order.

8. Base on Balls: If male player is walked, it is an automatic two-based award. If a male batter is walked, the following female batter has the option to take first base or choose to bat. If a team is only batting with 9 and a male batter walks, the female spot that is vacant is still an out.

9. Slide / No Crash Rule:

- Runners must slide or avoid contact in all close running situations or fully give up base and get out of the play in order to prevent getting hit by the ball or unintentional collisions.
- Intentional “take outs” or personal contact to dislodge the ball ARE NOT TOLERATED. This will result in an out and ejection from the game.
- There is to be **no ‘head first’** sliding into any base. This will result in automatic out. The only exception to this rule is when returning to a base.

10. Substitutions: Substitute player for player only.

- Teams must report subs before they enter the game.
- One person per gender per team in the game can have a courtesy runner. The courtesy runner is the last out that was made in the inning that you are currently playing in. If there are no outs in that inning, then it goes to the person that made the last out the inning before. The courtesy runner must be the same gender as the person they are running for.
- THERE IS NO FREE SUBSTITUTION

11. Mercy Rule: After (5) innings, 10 runs, 15 runs after 4 innings and 20 runs after 3 innings

12. Home Runs: There is a home run limit of 8 per team. Any ball clearing the fence after his/her team hits 8 home runs will be counted as a dead ball / out and no runners can advance. **The team that hit the homerun is responsible for collecting the homerun ball. If a team refuses to collect the homerun ball, the umpire has the right to call the game, and that team will forfeit.**

13. Tie Breakers (extra innings): The eighth inning will start with the person batting last on 2nd base. Including playoffs.

14. Off - field Behavior:

- Please respect the property and privacy in regard to 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.

15. Make – Up Games: Rain outs will be scheduled for Thursday’s & Friday’s. Please make sure your team knows they could play on either of those two days. If we have a very rainy season, make-ups could be rescheduled for any day during the week.

16. Time Limit – No new inning can start after 1 hr and 15 minutes

17. Playoff’s – Top 8 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.

18. Delay of Games – Teams will be issued 1 delay of game warning (not being prepared to hit, teams taking to 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 2 minutes of the umpire declaring “play ball” during that inning, the team will automatically forfeit.

19. Uniforms – Teams must wear matching shirts. Numbers are optional. Metal spikes are not permitted to be worn. **Should a person be caught wearing metal spikes it is an automatic BAN from the league for the rest of the season.**

20. Bats – All bats must pass the bat testing process on August 2ND 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 no exceptions. Bats will be tested before every season.

- 21. Forfeit** – Teams must notify the Recreation Dept by email at aslusser@plymouth-ma.gov by 4:00pm to avoid a forfeit penalty. If the team forfeiting does not notify the Recreation Dept by 4:00pm on the day of their game that they are forfeiting the following penalties will take place:
- a. 1st forfeit with failure to notify the Recreation Dept by email at the above email address by 4:00pm on the day of the game is a warning.
 - b. 2nd forfeit of the season by the same team without notifying the Recreation Dept. 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 the Recreation Dept by cash or credit card before their next game.
 - c. 3rd forfeit of the season by the same team without notifying the Recreation Dept 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 the Recreation Dept by cash or credit card before their next game and also the loss of their opportunity to play in the playoff's.
 - d. Teams that fail to make payment on their fine will forfeit their remaining games until payment has been made.
 - e. If a team forfeits, they will lose 15-0.
- 22. Grace period** – Teams will have a 10 minute grace period for their 9th player to show up. After 10 minutes if the team does not have 9, they forfeit.
- 23. Ejections** – 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 teams next scheduled game. If that player is ejected from another game this 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.
- 24. 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.
- 25. Fielding Update:** 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.