



RECREATION & PARKS DIVISION ADULT CO-ED SOFTBALL RULES

I. LEAGUE ORGANIZATION

1. The governing body of this league will be the City of Johns Creek Recreation & Parks Division (JCRPD).
2. USSSA rules (https://usssa.com/docs/2021/SP_RuleBook_21.pdf) will govern this league unless superseded by a JCRPD rule.
3. All leagues are guaranteed 8 games. A Tournament will be played weather and time permitting.
4. The Adult Co-Ed Softball League will be played at Ocee Park on Field #4 on Tuesday evenings.
5. The City of Johns Creek Recreation & Parks Division reserves the right to edit, remove, and/or change any of the aforementioned rules.

II. TEAM ELIGIBILITY

1. All teams must complete the online team registration which includes payment of team entry fee by the given registration deadline to participate in any City of Johns Creek Recreation & Parks Division adult softball league.
2. All teams must have a completed and approved team roster prior to the start of the season. A copy of all approved team rosters will be kept in the field supervisor's notebook which will be present at all games.
3. Players must be at least 18 years of age, prior to the start of the season, to participate in an adult softball league.
4. In order for a manager to add a player, he/she must have the player complete any necessary player registration steps prior to game in which the player will be playing in and/or by the given cutoff date instructed by JCPRD.
5. No new players may be added to a team after that team has played their third regular season game.

III. PLAYER ELIGIBILITY

1. Non-resident players are required to pay the non-resident player fee during the player registration period to be eligible to play for their team.
2. A player may not play for more than one team in the same league during the same season.
3. A player caught playing for more than one (1) team will be suspended from playing in his/her team's next scheduled game.
 - a. If a player is caught twice playing for more than one team, that player will be suspended for the remainder of the season.
4. A team caught using an illegal player will forfeit the game in which the illegal player participated.
5. A player wishing to be released from his/her present team, to play for another team, must adhere to the following procedures:
 - ◆ Obtain a release form from the league supervisor.
 - ◆ Fill out the release form and sign his/her new team's roster, and submit a copy of each to the league supervisor.
 - ◆ Players may not change teams after their original team has played their third regular season game.
 - Once a player's release form has been submitted to the league supervisor, a player cannot return to his/her original team.

IV. GAMES

1. A written line-up must be submitted to the park staff **AND your opponent** prior to the start of the game.
 - a. The line-up must be submitted on the form provided by the JCRPD.
 - b. **We will not accept a line-up on any other form or paper.**
 - c. The umpires will not accept the line-up.
2. **The line-up must include:**
 - a. The player's last name and first initial. Players have to be listed on line-up in order to play.
 - b. The player's jersey number.
 - c. Players must be listed in the order in which they will bat.
 - d. The date, time, field number, and opponent's name.
 - e. Once a player is signed on to a roster, that player is on a team for the remainder of the season, unless he is released by manager/coach of the original team.
3. No game will be allowed to start without a proper line-up.
4. If a team starts a game with less than ten (10) players, they may add a player to the end of the line-up at any time.
 - a. There is no penalty (automatic outs) if a team starts with less than ten (10) players.
5. **At the manager's discretion, a team may bat their entire team that is present.**
 - a. If the team chooses to bat more than 10 and they lose a player that can not continue; that person will be an out in the line-up.
6. Extra hitters may not be added to the line-up after the start of the game.
7. All games have a one (1) hour time limit.
 - a. The home plate umpire will determine the official game time.
 - b. Umpire will flip a coin to determine home and visiting team for each regular season game.
 - i. Lowest seed (#1, #2, etc) in tournament games will **ALWAYS** be home team.
 - c. Tournament games are not exempt from this rule, except for the championship game. The championship game will not have a time limit.
8. There will be a ten (10) minute grace period only **for the 6:00 pm games.**
 - a. The grace period will be deducted from the one-hour time limit.
9. Tie games will be played out as long as the time limit has not expired.
 - a. If the game is tied after the time limit has expired, one extra inning will be played.
 - b. If the game is still tied after this extra inning, it will be recorded as a one half (½) win and a one half (½) loss for each team.
10. An official game is 4 complete innings. If the home team is leading after the top of the 4th inning has been completed, that game is also official.
 - a. If rain or inclement weather ends a game after the 4th inning, that game shall be declared complete and will not be continued.
 - b. If rain or inclement weather ends a game prior to the 4th inning, that game will be started over at a later date.
 - c. If a game is ended due to the lights failing, teams will wait for the lights to come back on and resume the game.
 - d. If the lights go out a second time, the game will end, referring to 'a' and 'b' of this rule.
11. **Courtesy Runners: One courtesy runner per inning may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out. Any male player in the lineup can run for any male, and any female player in the lineup can run for any female.**
12. All batters start with a 1 ball-1 strike count.
 - a. If the first strike is called, batter is allowed two foul balls before being called out.
 - b. If there is no called first strike, batter is allowed three foul balls before being called out.
13. If a team forfeits three (3) games during a season, that team may be dropped from the league.
 - a. If a team is dropped from the league, they may re-enter league play by paying a \$50.00 re-entry fee.
14. There is a run rule in effect for all leagues.
 - a. 20 runs after three (3) innings.
 - b. 15 runs after four (4) innings.
 - c. 10 runs after five (5) innings.

V. UNIFORMS/JERSEYS

1. All players must be dressed in the same color jersey.
2. **Jersey must be showing at all times, while player is on the field.**
 - a. **The shirt/jersey must be the same dominant color.**
 - b. **As long as the shirt is the same color, any logos or numbers may be different colors.**
3. All jerseys must be manufactured jerseys with a number on the back.
4. All jerseys must have the numbers sewn, screened, or heat transferred on.
 - a. Numbers may not be taped on.
 - b. Numbers may not be written on.
 - c. Numbers may not be painted on.
 - d. Numbers must be at least six (6) inches.
5. No duplicates will be accepted. Ex: 05, is the same as 5; 00, is the same as 0.
6. **The park staff will determine whether a jersey is legal or not. Their decisions are final and cannot be debated.**
7. There is a one (1) week grace period on jerseys.
 - a. This grace period is based on the start of the season for each league, not each team.
8. All players must have the required jerseys by their leagues second week of play.
 - a. If a player does not have the required jersey he/she will not be allowed to play.

VI. EQUIPMENT

1. **JCRPD Adult Softball will only allow the Worth ASA HotDot 52/300 Softball.**
 - a. **JCRPD will be providing all game balls for the season.**
 - b. **Teams will supply their own practice/warm-up softballs.**
2. All bats must be marked, with a factory stamp, "Official Softball" in order to be used in this league
 - a. All bats must have a BPF rating of 1.20 or lower.
 - b. You can check this website for a list of approved bats in USSSA and JCRPD Softball:
[HTTP://WWW.USSA.COM/USSA/USSA-GENERAL/LEGALBATS.ASP](http://www.ussa.com/ussa/ussa-general/legalbats.asp)
3. THE FOLLOWING BATS ARE BANNED, no player will be permitted to use these bats.
 - Miken Ultra Maxload
 - Miken Ultra Balanced
 - Miken Ultra II
4. Steel/metal cleats are **not** allowed in this league, **nor are steel/metal tipped cleats.**
 - a. A player wearing steel cleats will be asked to leave the field until he/she has on the proper shoes.
 - b. Play will not be stopped to allow a player to change shoes.
5. Players are not allowed to wear any form of jewelry during the game.
 - a. If a player is discovered wearing jewelry, he/she will be asked to remove it before play will continue.
 - b. Watches are not allowed to be worn by players.
6. A safety base will be used at first base.
 - a. **Upon batting and making contact, if there is a play at first base on the runner**, the runner is required to run to the orange part of the base.
 - b. The fielder is required to use the white part of the base.
 - c. When a runner is advancing from first base they must do so from the white part of the base.
 - d. A runner standing on the orange part of the base when the ball is put in play will be considered out.
 - e. If a fielder is blocking the orange part of the base, the runner will be awarded the base.

VII. PLAYER CONDUCT

1. Excessive profanity and unsportsmanlike conduct will not be tolerated in this league.
2. It is each team manager's responsibility to make sure his/her players know the rules, regulations, and code of conduct of the league.
 - a. Managers are responsible for keeping his/her players informed of all schedule changes, and other information issued by JCRPD.
3. Players must behave respectfully towards officials, opponents, spectators, and JCRPD athletic officials and park employees.
 - a. Any player or manager/coach that uses profanity when speaking to an official, or a park employee will be asked to leave the park.
 - b. If the player(s) or manager/coach refuses to leave, the game will be declared a forfeit.
 - c. If the player(s) or manager/coach still refuses to leave, the Police will be called to escort the person(s) from the park.
4. Any player or manager/coach who threatens or causes bodily harm to an official, fellow player, spectator, or park employee will be suspended from the league indefinitely.
 - a. The minimum suspension will be for the remainder of the season.
5. **If any player or manager/coach is ejected from a game and that team has another game that night, that person will be suspended from playing that extra game.**
 - a. **If that player or manager/coach is ejected from a game, but their team does not have another game the same night, the person will be suspended the next week that team plays whether that is one or two games.**
 - b. **The games served must be the next one physically played; rain-outs will cause the suspension to move to the next week, and so on.**
6. Any player or manager/coach ejected from a game for a second time will be suspended from the JCRPD softball league play for the remainder of the season.
7. This includes any play-off or tournament games.
8. Ejected players, managers, and spectators are required to leave the park.
9. If the player(s), manager(s), or spectator(s) refuse to leave the park his/her team will be made to forfeit.
10. The team manager/coach is responsible for the behavior of his/her players and spectators.
11. The **manager/coach** is the only player that may confer with the umpires and JCRPD staff.
12. Alcohol/intoxicants are not allowed in any City of Johns Creek Parks. Any player found to be under the influence of alcohol or any other intoxicant will be removed from the game immediately and the player will be suspended for the remainder of the season.
13. No music shall be played in the dugout during the game.

VIII. SPECTATOR CONDUCT

1. Spectators must behave respectfully towards officials, opponents, other spectators, and JCRPD athletic officials and park employees.
 - d. Any spectator that uses profanity when speaking to an official, another spectator, JCRPD staff, or a park employee will be asked to leave the park.
 - e. If the spectator(s) refuse to leave, the game will be declared a forfeit.
 - f. If the spectators(s) still refuses to leave, the Police will be called to escort the person(s) from the park.
2. Any spectator who threatens or causes bodily harm to an official, player, fellow spectator, JCRPD staff, or a park employee will be banned from coming to the park.
3. The team manager/coach is responsible for the behavior of his/her spectators.
4. Alcohol/intoxicants are not allowed in any City of Johns Creek Park. Any spectator found to be under the influence of alcohol or any other intoxicant will be removed from the park immediately.
5. Influence of alcohol or any other intoxicant will be removed from the park immediately.

IX. OTHER

1. Umpires decisions are final.
2. Any explanation of a play will only be given to the manager/coach.
3. Judgement calls cannot be argued.
4. Excessive arguing will result in ejection from the game.
 - a. If a manager/coach or player is ejected from a game for arguing a call, he/she will be suspended from his/her team's next scheduled game.
5. For all post-season play, teams will be arranged to play based upon their season win-loss record.
 - a. All teams will be invited to participate in a post-season tournament.
6. Ties will be dealt with in the following order **FOR 2 TEAMS TIED**:
 - a. Head-to-head competition.
 - b. Run differential in head-to-head competition.
 - c. Highest ranked common opponent.
 - d. Run differential against highest ranked common opponent.
 - e. **Total run differential in ALL league games (Forfeited games count as a 10-0 score).**
7. Ties will be dealt with in the following order **IF MORE THAN 2 TEAMS ARE TIED**:
 - f. Head-to-head competition (**all teams playing equal times**).
 - g. Run differential in head-to-head competition (**all teams playing equal times**).
 - h. Highest ranked common opponent.
 - i. Run differential against highest ranked common opponent.
 - j. **Total run differential in ALL league games (Forfeited games count as a 10-0 score).**

VII. PROTEST

1. Protest may be made on rule interpretation and eligibility only.
 - a. An official's judgement cannot be protested.
2. Procedure for protesting rule interpretation.
 - a. All protests must be made by the protesting team's coach in the presence of the umpire, the league supervisor, and the opposing team's coach at the time and place of the incident. The protest must be made immediately following the incident and before the ball becomes alive.
 - b. Protest will try to be solved at the game site if possible. If satisfaction is not gained by the protesting team after the head official and the supervisor have made their decision, further consideration may be obtained by filing a written protest by 4:30 PM on the day following the contest.
 - c. All protest must be typed and include the time and date of the contest, all details of the game including the score, position of the ball at the time of the protest, the teams and/or individuals involved and the final outcome of the game.
 - d. In addition to the typed copy of the protest, the protesting team must pay a \$100.00 protest fee at the time the protest is submitted. The JCRPD League Supervisor will rule on the protest. The \$100.00 protest fee will be refunded if the protest is upheld.
 - e. Protests filed on playoff games will be decided at the time of the incident by 1) JCRPD League Supervisor 2) Field Supervisor, and/or 3) Head Official.

VIII. CO-ED SPECIFIC RULES

1. A team must have eight (8) players present in order to start a game.
2. Exception, the visiting team may start with seven players provided that the eighth player shows up before it is his/her time to bat or the third out is made.
 - a. If a team starts a game with seven (7) players, at least four (4) females must be present.
 - b. If a team starts a game with less than ten (10) players it may add a player at any time, as long as there are not more males than females.
 - c. At no time can there be more males than females in the line-up.
 - d. A team may play a game with more females than males, **batting** up to 11 total players.
 - e. ***A team may bat twelve (12) players, as long as there are six (6) males and six (6) females in the line-up.***
3. Two females may bat back to back, but two male players may not bat back to back.
4. Only one male player will be permitted on each side of the infield.
 - a. It is permissible to have a male at second and at shortstop.
5. Only one male player will be permitted on each side of the outfield.
 - a. It is permissible to have a male at left-center and right-center field.
6. Only one male player will be permitted at the catcher or pitcher positions.
7. If a male player is walked, the female next in the batting order has the option of taking the walk or batting.
 - a. When a male batter is walked he advances to second base, regardless of whether or not the female bats.
8. If a male player advances to a base in a manner in which the umpire feels a hazard was created, that runner shall be declared out.
9. There is a 200 ft. line in the outfield of each Co-Ed field.
 - a. All outfielders are required to stand behind this line when a female is batting.
 - b. Failure to remain behind this line until the ball is batted (when a female is batting) will result in the female being given first base automatically.
 - c. Outfielders are not required to stand behind the 200 ft. line when a male is batting.
10. All infielders must remain behind the baseline when a female is batting. They may advance past the baseline upon the batter making contact.
 - a. All infielders must also remain on the dirt infield until contact is made.
11. **Co-ed League homerun 'equalizer' rules:**
 - a. At no point may a team have more than one (1) more homerun than their opponent.
 - b. If Team A has 3 homeruns and Team B has 2 homeruns, Team A may not hit another homerun until Team B hits a 3rd homerun.
 - c. If Team A has 3 homeruns and Team B has 2 homeruns, Team B can hit 2 more homeruns, giving them one more than Team A.
 - d. Violation of this rule will result in batter being called out.
 - e. Runners may not advance and they are not penalized.
12. **Pitching Screens:** Protective pitching screens will be used on the field.
 - a. Screens must be placed in front of and parallel to the pitching rubber.
 - The left or right side of the screen frame must be within range of the 24" pitching rubber.
 - The screen frame must be no more than 3 feet in front of the pitching rubber.
 - b. During their warm up at the beginning of the top or bottom of each inning, a pitcher may adjust the placement of the screen within the aforementioned range.
 - Once the first pitch of the top or bottom of an inning is thrown, the placement of the screen should not be adjusted in order to avoid a delay of game penalty.
 - The screen may not be moved during a live ball in order to remove it as an obstruction to a play.
 - Screen placement may be adjusted if there is a change in pitchers in the middle of an inning.
 - c. A batted ball that hits any part of the screen, including the base and wheels, will be called a foul ball.
 - During gameplay, a ball that makes contact with the screen will remain a live ball unless the ball becomes lodged within or under the screen.
 - If a live ball becomes lodged within or under the screen, the player closest to the ball should raise both hands in the air, indicating so to the umpire.
 - Umpires will call time/dead ball. Any runners that are between bases will advance to the next base.
 - A runner who has run through first base and is in foul territory is not considered to be between bases.