

The pitching arc shall be 3-10 feet. (Rule 6).



## ADULT SOFTBALL RULES: COED & MEN'S

A combination of USSSA and Maple Valley Parks & Rec supplemental rules shall govern league play. All questions concerning the softball rules must be addressed to the League Coordinator.

### RULE 1 – THE PLAYING FIELD

THE OFFICIAL DIAMONDS of the field shall be established for 11 inch and 12 inch with:

- A. 65 foot baselines shall be used.
- B. Pitcher's distance of 50 feet shall be used.

\*\*DOUBLEWALL & MEN'S LEAGUE BASELINES shall be 70 feet. The pitching distance shall remain 50 feet.

### RULE 2 – EQUIPMENT

THE OFFICIAL BAT must be "pure singlewall slowpitch" softball bats. Doublewall, composite, two-piece, baseball or fastpitch bats may NOT be used. Wood bats are approved. All bats must bear the approved Parks & Rec sticker prior to use.

ANY BATTER USING AN ILLEGAL BAT shall be declared out and all baserunners must return.

\*\*DOUBLEWALL & MEN'S LEAGUES may use doublewall bats bearing the USSSA 1.20 BPF thumbprint stamp.

THE OFFICIAL BALL to be used is a 12-inch softball for males and an 11-inch softball for females.



GLOVES may be worn by any player, but mitts may be used only by the catcher and first baseman.

UNIFORMS, every team must have matching shirts with a visible, unique number or player name. Should a color conflict arise, the away team shall change.

METAL cleats are prohibited. No exceptions.

### RULE 4 – THE GAME

A REGULATION GAME shall consist of seven innings, unless otherwise listed below.

- A. No new innings may begin after 65 minutes.
- B. The last inning will begin 10-15 minutes to the time limit.
- C. **EXTRA INNINGS:** A game that is TIED at the end of seven innings or at the time limit shall be continued, by playing extra innings. The player at bat when the last out of the previous

inning was recorded, shall be placed on second base to begin the extra inning. A courtesy runner may be inserted for that player.

D. For regular season games, a maximum of two extra innings will be played. If the game remains tied after two innings, the game will end a tie.

E. The run rule which award a win to a team that is ahead in a game is 10 runs after 5 innings.

F. If a game is called due to rain, darkness or other unforeseen circumstance, it will be considered complete after four (4) full innings have been played.

MEN'S LEAGUE TEAMS may score a maximum of 10 runs in an inning except for the final inning of the game, an unlimited number of runs may be scored that inning.

\*\*DOUBLE WALL LEAGUES will award a win to a team that is ahead 20 runs after 3 innings, 15 runs after 4 and 10 runs after 5.

THE HOME TEAM is responsible for keeping the official score of each game.

OVER-THE-FENCE HOMERUNS will be allowed by one player (one male and one female) on each team. That player shall be the only player to hit an over the fence home run for the remainder of the game. Any additional player hitting an over the fence home run shall be declared out. Dead ball out.

Batters hitting over-the-fence homeruns must only touch first base. Base runners must also touch the next base only. The batter and runners do not need to "touch them all."

\*\*NO OVER THE FENCE HOMERUNS will be allowed in the doublewall or men's softball leagues. Balls over the fence will be counted as Dead Ball Outs.

**2019 SPRING SOFTBALL LEAGUE: Each team shall be allowed two over-the-fence homeruns per game. Each additional of homerun shall be ruled a dead ball out.**

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 game to be forfeited, the official score shall stand.

## **RULE 5 – PLAYERS AND SUBSTITUTES**

All participants must be 18 years old prior to participating and must produce picture identification if their identity is questioned.

TEAM ROSTERS are limited to 16 players.

FOR POSTSEASON PLAY players must be listed on AND have signed the team roster.

LATE ARRIVING PLAYERS may be added to the bottom of the line-up at any point during the game.

THE MINIMUM NUMBER OF PLAYERS needed to start and finish a game is 8 and teams must field a minimum of 4 female players at all times. TEAMS MAY FIELD NO MORE THAN 5 MALES on defense at

any time. Teams may play defense with 9 players, 5 males and 4 females. Teams unable to field 8 players may use a 10-minute grace period to try and field a legal team.

FOR POSTSEASON PLAY players must be listed on AND have signed the team roster.

PLAYERS MAY PLAY ON ONLY ONE TEAM in the entire league. Males and females may be picked-up from teams within the same division only if the pick-up player equals the minimum needed to avoid a forfeit (8 players: 4 males and 4 females).

**COURTESY RUNNERS:** One courtesy runner, per gender, per inning (one time) 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.

There will be no substitution for a courtesy runner. (Courtesy runners may only be removed by taking an out.) Male players in the lineup can run for any male, and any female player in the lineup can run for any female.

NO PLAYER MAY PLAY DEFENSE ONLY. All players in attendance must bat. All players in attendance do not have to play defense.

## **RULE 6 – PITCHING REGULATIONS**

THE COUNT for each batter shall begin as 1-1 and each batter shall receive 1 foul ball after receiving 2 strikes.

THE PITCHING ARC shall be 3-10 feet. Any pitch failing to meet these requirements will be called an ILLEGAL PITCH by the umpire and will count as a ball. If an illegal pitch is batted, the ball becomes live immediately. Maple Valley Parks & Recreation umpires will verbally and visually call illegal pitches.

AT THE BEGINNING of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the catcher or another teammate.

Male batters shall hit the 12-inch softball while female batters shall hit the 11-inch softball. If a batter hits the wrong size softball, all base runners return and the batter must bat again without penalty added to the count.

MALES RECEIVING A WALK on three straight balls, without receiving a strike, will be awarded second base and the next female batter may choose to walk or bat. If the female batter elects to bat, the male batter shall remain on second base.

MALES RECEIVING A WALK after receiving a strike (3-2 or 3-2.5 count) will be awarded first base only and the female batter must bat.

## **RULE 7 – BATTING**

THE BATTING ORDER must alternate gender for all coed leagues. Females may bat back-to-back but males cannot.

ALL PLAYERS MUST BAT and players that do not bat shall have an out shall be recorded each time that player should bat.

**\*\*GENDER ENCROACHMENT\*\*** will be called if a male fielder crosses in front of or calls off a female fielder in order to catch a fly ball in the outfield, in the umpire's judgment. Encroachment includes a male infielder running into the outfield to take a catch away from a female outfielder. If encroachment is declared the batter shall be declared safe and all base runners shall advance one base. The encroachment rule does not apply to batted balls within the infield, ground balls, or thrown balls.

### **RULE 8 – BASERUNNING**

NO LEADOFFS OR STEALING is allowed.

THE BALL IS DEAD AND BASE RUNNERS ARE OUT when the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder catching a ball or throwing a ball, or with a thrown ball. Runners are not required to slide but must avoid a fielder making a play on a batted ball or making a throw. Runners are expected to slide, stop and tagged out, or run outside of the play.

BASE RUNNERS will be awarded one base when a batted ball, either fair or foul, is legally caught on the fly while the fielder's feet are still within the established lines of the playing area. The batter is out even though the fielder's momentum may cause him to fall over the fence, into a dugout, or cross a line marking the out of play area. The ball is declared dead and each runner is advanced one base after the catch. If the ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.

WHEN A BALL IS OVERTHROWN INTO AN OUT OF PLAY AREA, each and every base runner is awarded one base. If a base runner is judged to be at least "halfway" to the next base, the runner will be awarded the next base. **An umpire judgment call.** (Situation: Base runner is halfway between 2nd-3rd when the ball is thrown out of play; the runner is awarded home.)

### **RULE 9 – CASUAL PROFANITY**

The umpire has the authority to assess ONE OUT per play against the offending team for the use of casual profanity which is not appropriate in a recreational sports setting. If the team is at bat and profanity is used, the next batter will be declared out. If profanity is used by the defensive team, the first person to bat in the next inning will be declared out. A game may be ended by a casual profanity out.

Verbal unsportsmanlike language directed at umpires, opposing players or City staff will result in a game ejection at minimum.

### **RULE 10 – UMPIRES**

Maple Valley Parks & Recreation will provide professional umpires for all league games throughout the season. In the event of an umpire no-show, team managers may elect to play the game with the results counting toward the official league standings.

*\*\*Maple Valley Parks & Recreation reserves the right to change the league rules at any time before, during or after the season.\*\**



## POINTS OF EMPHASIS

**Dugout Conduct:** Managers are responsible for educating and controlling their teammates, fans, and bench personnel's verbal and physical actions at all times.

ABSOLUTELY NO ALCOHOL IS ALLOWED AT THE PARK before, during, or after the game. If players appear intoxicated or are caught with alcohol the player will be ejected, cited and fined by Maple Valley Police.

**Rainouts:** Rain may dampen the field, causing players to slip or fall and possibly injure themselves. The ultimate decision to cancel a game is up to the League Coordinator and the Umpire. Deep puddles, slippery sections in the dirt or grass, and any other potentially unsafe surfaces should not be present on the field during play.

**Lightning Guideline:** When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Play shall be suspended and everyone shall take shelter immediately. Once play has been suspended, a 30-minute countdown will begin where no thunder or lightning may be observed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30-minute count resets the clock and another 30-minute count will begin.

**Rescheduled Games:** When games are rained out the game shall be rescheduled for the next available date which could be any day of the week. If a team has requested a reschedule for one of their games once the official schedule has been posted, a **\$50 Reschedule Fee** will be charged to the team requesting the change. Games will be rescheduled only if (1) the fee is paid, (2) the opponent agrees to reschedule and (3) there is an open spot in the schedule. There will be no refunds or credits issued if the night is rescheduled due to inclement weather and the **Reschedule Fee** has already been paid.

**Protests:** Protests will **not** be accepted. All disputes must be resolved at the field before the next pitch is thrown. Umpire decisions are final.

**League Standings Tie-Breakers:** The following tie-breakers shall be used to determine league standings: (1) win/loss record between the tied teams, (2) total runs allowed, (3) run differential and (4) coin toss.

**THREATENING ANOTHER PLAYER – ALL SPORTS:** Any player verbally threatening another player ("I'll meet you in the parking lot") will be ejected from the game and suspended a minimum of one game. Threatening another player will also result in the police being called. Threatening another player has no place in the City of Maple Valley.



The City of  
MAPLE VALLEY  
Parks & Recreation  
**FORFEIT POLICY**

Notification of a **No-Show Forfeit** must be phoned into the Parks & Recreation Department (425/432-9953) by 4:00pm weekdays or 4:00pm Fridays for games scheduled on weekends or holidays. It is the goal of the Parks & Recreation Department to have all scheduled games played. Teams are encouraged to explore every option necessary to avoid a forfeit.

**No-Show Forfeits** will be assessed a \$50 forfeit fee if the team fails to field the minimum number of players by the end of the "Grace Period."

**General Forfeits** will not result in a forfeit fee and could be declared for one or more of the following infractions:

- Using illegal players (i.e. players not on the roster, players using an assumed name or ineligible players)
- Misconduct by players, coaches, spectators, or team representatives before, during or after the game
- Using illegal equipment
- Failure to have the required number of players for the entire game (i.e. misconduct)

If notification is not received before the deadline, the team captain will be assessed the **forfeit fee** which must be paid before the team is eligible to play in the next scheduled game.

For all forfeits, the opposing team will receive a forfeit win. Any team with a forfeit will automatically drop to the bottom of any tie breaking situations in league standings. Teams with two or more forfeits may be suspended from league play and will not be eligible for the playoffs. Team league fees are non-refundable.

**\*\*\*FORFEITING TEAMS MUST RECEIVE E-MAIL  
CONFIRMATION FROM THE PARKS & RECREATION  
DEPTARMENT TO AVOID THE FORFEIT FEE.\*\*\***