

BPAR Adult Softball Rules

March 5, 2019

CITY RULES

No team will be placed on the schedule until registration fee is paid in full. The consumption of any alcoholic beverage on city property is prohibited. No smoking in softball complex. Umpires will forfeit any game if a player or players are found to have alcoholic beverage(s) inside the Softball complex. No pets are allowed at any Bossier City Park. Please let your fans know. Playing age is (16) sixteen years and older. All league and post-season tournament games will be played under the official USSSA Softball rules, with the following exceptions.

TEAM ROSTERS

Each player may be on one team roster in each league. **To keep the spirit of competition and fair play in BPAR softball, it is recommended that League 1 players DO NOT play in Church League. The same recommendation would be for the upper and lower leagues in Co-Ed softball. During playoffs, players that are on a League 1 rosters are NOT eligible to play in Church. During Playoffs, players in the upper Co-Ed League are not eligible to play in the lower league Playoffs.**

(SEE PROTESTING AN ILLEGAL PLAYER)

Games will not be held up because of a player playing for another team. Team rosters must be completely filled out. This means each player must print their full name and sign next to their name. Coaches and assistant coaches must print their full name and sign the form. Failure to comply with this will result in player(s) being considered illegal and will result in a forfeit. A Team Roster must be turned in to the scorekeeper before the start of the first game. Only the BPAR team roster form will be used as the official team roster. Players may be added or removed from the team roster up to the end of the 4th regular season game. No roster changes may be changed after the end of the team's 4th game. (Exceptions may be made by the BPAR supervisor under special situations).

PROTESTING AN ILLEGAL PLAYER

Only the head coach may make a protest. Any team suspecting an illegal player on the other team must notify the officials prior to the start of the game. All players on both teams must then produce a picture I.D. The clock will start at the game time.

If a player on either team arrives at the field after the start of the game, the other team may still protest this player. The protesting team must notify the official of the protest for that player before he takes a pitch on his first at bat. If he is not legal on the roster or cannot produce an I.D., he cannot play. Any player that cannot produce an I.D. if it is called for before the game, cannot play during that game.

EJECTIONS

If coach, player or fan is ejected from a game he/she must leave the sports complex within (3) three minutes. If a coach or player is ejected, he/she must sit out at least the next game played. The number of games will be determined by the player's attitude after being ejected. Any player ejected (2) two games will not play the remainder of the season.

If you swing at or hit a BPAR official for any reason, you will be ejected from all BPAR programs for life.

If a player is injured and is bleeding, the bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may return to play.

MINIMUM NUMBER OF PLAYERS

A team must have a minimum of (8) eight players to start and finish a game. These players must be ready to play in the dugout or on the field at game time. Game time is forfeit time; there will be NO grace period. Unlike the USSSA rule, if a team loses a player after the game starts, BPAR will allow a team to finish a game as long as the team has a minimum of (8) eight players. Players may be added to line-up throughout the game. If a player leaves the game because of injury or work and the team does not have a replacement, no out will be called when player does not bat. If a player is EJECTED from the game and the team does not have a replacement, an out will be called each time the ejected player does not bat.

LINE-UPS

Line-ups, with first and last name of players and his/her number must be given to the scorekeeper (5) five minutes before game time. If at game-time the line-up(s) are not in the scorebook the game time will start, but not the game until the scorekeeper is ready.

COURTESY RUNNERS

A team may have as many courtesy runners an inning as the opposing team allows. The courtesy runner must be the player that made the last out.

CONTINUOUS BATTING ORDER

Continuous batting order is optional. Either team may exercise its option to use or not use the continuous batting order. However, when used: Team(s) must inform the umpire and scorekeeper prior to the start of the game and may not change their option after the start of the game. Teams will be restricted to a maximum of sixteen (16) batters in the line-up. Teams may not add additional batters to the batting order once the game begins. When using continuous batting order in Co-ed play, teams must have an even number of males and females and maintain the male/female or female/male rotation in the line-up. Any ten(10) players listed in the continuous batting order may play defense at any time during the game. Players must remain in the same position in the batting order throughout the game unless substituted. If a player is removed from the Continuous Batting Order, except for injury or for work or an emergency, and no replacement is available, an out will be called each time the player is scheduled to bat.

EQUIPMENT

Each team will furnish and hit a 12-inch Softball with the markings of **“USSSA CLASSIC M”** or **“USSSA Classic Plus”** clearly stamped on it. All balls should have a legible, manufactures stamp to be considered legal. It is the responsibility if each teams' pitcher to check the ball. If it is found that the ball is illegal the umpire will remove the ball from the game.

To address the concern of altered or excessively used softball bats, BPAR is asking that players no longer use any bat that shows any visible sign of wear on the barrel, knob, cap or plug.

BPAR umpires are authorized in their discretion to remove from play any bat which shows wear such as worn off or cracked graphics or damaged barrels, handles, tapers, plugs, caps or knobs. BPAR umpires are also authorized to remove any bat that they suspect has been altered in any way.

Umpires, at their discretion, may either remove the offending bat from the game or tournament and return it at the end of play or simply ask the player to put the bat away and not use it in BPAR play.

If such a bat is brought back into BPAR play, the owner and user of such a bat may be suspended from BPAR play for up to one year.

USSSA Softball Bat New Mark Rules*

- Have the permanent¹ USSSA New Mark on its taper OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved USSSA Bat Licensee

New Mark



***Bats which meet these rules will be allowed in USSSA play, unless the bat is listed on the USSSA Withdrawn/Non-Compliant Bats List (found under Licensed Equipment – New Bat Rules section of the USSSA Baseball website) as a bat withdrawn by the manufacturer or found by USSSA to be non-compliant.**

The batter will start with a 1 and 1 count. After two (2) strikes the batter is allowed one free foul ball, on the second, the batter will be called out. During the regular season only, if extra innings/time is required as result of a tie they will be played with each batter starting with a 3-2 count. During tournament play each batter will still start with a 1 and 1 count. Exception: extra inning and overtime games.

EACH EXTRA INNINGS OR EXTENDED TIME GAMES

Except for a tied game, no new inning will start after (55) fifty-five minutes. The player that is scheduled to bat will be placed on second base. The scorekeeper will record (1) one out. The extra inning and extended games will be one(1) pitch.

MAXIMUM HOME RUNS

League 1, six (6) homeruns

Church League, two (2) homeruns

League 2, four (4) homeruns

Co-Ed League, two (2) homeruns

League 3, two (2) homeruns

Women's League, two (2) homeruns

League 4, one (1) homerun

If two (2) or more leagues are combined, the higher number of homeruns will be used.

All untouched balls hit over the fence after the maximum number allowed will be an out.

THE GAME WILL BE CONSIDERED A COMPLETE GAME IF:

After three (3) innings a team is fifteen (15) or more runs ahead.

After four (4) innings a team is twelve (12) or more runs ahead.

After five (5) innings a team is ten (10) or more runs ahead.

The game is called a complete game if it is stopped because of weather or any other reason that makes play impossible if the home team is ahead after 3 ½ innings or the visitors or ahead after 4 innings.

GAME TIME IS FORFEIT TIME

Games will start at the scheduled time or upon the completion of the previous game, whichever is later.

Exception: A game will be held up if a team is playing a double header on two (2) different fields. The game will not be held up if player(s) are playing in a different league.

RAIN-OUT GAMES

Rain-out games will be made up as soon as possible. These games will be set up in order of their cancellation. Failure to make the make-up game will result in a forfeit .

INSURANCE

The City of Bossier City does not have insurance to cover adult sports and cannot assume responsibility for any injury. Players should provide their own insurance.

OTHER

This league is sponsored by the Bossier City Parks and Recreation Department and is a recreational activity. The department reserves the right to eject, suspend or ban any team, player, coach or spectator for action that may be harmful to individuals, the Recreation Department or the City in general. These rules will remain unchanged throughout the season. Interpretation of these rules shall be left exclusively to the BPAR staff. The decision of the BPAR shall be final in all matters. Bossier Parks and Recreation will deal with the coaches on all matters, postponements, rescheduling of rained out games, eligibility, etc.

Bossier Parks and Recreation must have a current home, work and cell numbers for all head coaches.

STANDINGS

In case of a tie, head to head will determine the standings, if it is still a tie then the team giving up the least amount of runs will determine the higher ranking.

CO-ED ONLY RULES

If the team is playing with (8) eight players, at least (4) four must be female. If a team is playing with (10) ten players, at least (5) five must be females.

If a co-ed team wants to use the continuous batting order the team must add (2) two, (4) four or (6) six players, one-half must be female.

A team may replace a male player with a female player.

Males must bat opposite hand. If the opposing team requests the player to switch the side he is batting from, the player will continue to bat to the switched side for the remainder of the game.

When a male player is walked, he will go directly to 2nd base (he must touch 1st base), with the next batter, a female, is given the option of either walking to first or batting. If a female is batting in a male's position this rule does not apply.

A team on defense must not have more males than females in the infield or outfield. The pitcher and the catcher are considered infielders. No more than (6) six players on defense, counting the pitcher and catcher, will be allowed in the infield. If possible, the pitcher and catcher must be of opposite gender.

Outfielders must be approximately the same distance from home plate before each pitch. No rover outfielder will be allowed.

Halo Rule-To be used only in Men's Leagues.

- Part 1. HALO RULE: The "Halo Rule" has been developed to provide greater protection to the pitcher. If any ball hits a pitcher, the batter is automatically out and the ball is ruled dead as long as the pitcher remains in the protected zone.
- If the same batter hits the pitcher again, the batter is removed from the game.
- PART 2: A ball hit directly back to the pitcher, within the two (2) feet width of the pitcher's plate from top of pitcher's head to the ground.
- Note: The Halo or restricted area will consist of 12 inches each side of the pitching rubber and shall extend out 2 ½ feet forward towards the plate.
- This call will be subject to the official's perspective. This call will not be protested, argued or subject to discussion from either team. In the event the circle around the pitcher is no longer visible the official shall make a judgment call the same as if a foul line is no longer visible.

