

# **BPAR Adult Softball Rules**

## **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 Parks. 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 but they will only play for that team within that league. 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 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 4<sup>th</sup> regular season game. No roster changes may be made after the end of the team's 4<sup>th</sup> game. (Exceptions may be made by the BPAR supervisor under special situations)

## **PICKING UP PLAYERS**

This is a recreation league and most teams want to play rather than taking a forfeit. To allow teams to play the following pick-up rule will apply. A team that is short of the required 8 players to start a game can, with the permission of the opponent, find player(s) to play a game. The player must be on a BPAR roster. Both teams must agree if any player(s) will be allowed to be picked up and which players can be picked up. The team picking up player(s) must notify the plate umpire of any player(s) picked up. If a team picks up player(s) without the ok from their opponent the "Protest an Illegal Player" rule below will apply.

## **PROTESTING AN ILLEGAL PLAYER**

Only the head coach may make a protest. To protest an illegal player the following steps must be taken.

When the player in question enters the batter's box and before the first pitch the team protesting must request a roster check. Once a pitch has been thrown to a player that player cannot be protested.

All players on both teams that have not had a pitch thrown to them must line up with a picture ID and both rosters will be checked. Any player not having an ID will be removed from the game.

Players will not be allowed to go to the parking lot to get their IDs. If no ID the player will be removed from the game. If no substitute is available an out will be called each time the player is do to bat.

If it is found that a team is playing an illegal player (i.e. one that is not on the roster or playing under an assumed name), the game will be ruled forfeit. The second such offense will result in the team being ejected from the league for the remainder of the season and the tournament, with no refund. Picture I.D.

may be requested and must be produced. If both teams have illegal players both team will forfeit the game. If a team or both teams do not have enough players to continue the game because of a lack of IDs then the team(s) not having IDs will forfeit the game. The coach may have photocopies of IDs. If a team challenges any player's eligibility, both teams must present ID's.

## **UNIFORMS** (No number. No play, beginning the first game)

Team jerseys are not required but, **All players must wear a jersey/T-shirt with at least a (6) six-inch number on the back.** Taped and Magic Marker numbers will not be allowed. During inclement weather outer garments may be worn but player must have a number on underneath the outer garment.

## **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.

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(s) fights, before, during or after a game at the Tinsley softball complex or in the parking lot(s) at Tinsley softball complex, he/she will be banned 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 USSSSA 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 maybe 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 call 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 ejected player does not bat.

## **LINE-UPS**

Line-ups, with **name of player 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 RUNNER**

With permission of the other team, a courtesy runner will be allowed.

The courtesy runner is not to be used to get a faster runner.

The courtesy runner must be the player that made the last out male or female.

If the umpire feels that a team is using the courtesy runner to take advantage he/she may refuse the team from using a courtesy runner.

## **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 of each team pitcher to check the ball. If it is found that the ball is illegal the umpire will remove the ball from the game.

## **PITCH COUNT**

The batter will start with a 1 and 1 count. After (2) two 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 place on second base. The scorekeeper will record one (1) out.

The extra inning and extended games will be 1 (one) pitch.

## **PROTESTS**

If a game is being protested, the manager or coach must immediately tell the home plate umpire that the game is being played under protest and before the next pitch.

The BPAR supervisor at the game will make a decision on the protest before play resumes. His or her decision is final.

## **MAXIMUM HOME RUNS**

League 1 six homeruns, League 2 four homeruns, League 3 two homeruns, League 4 one homerun, Church League two homeruns, Co-ed two homeruns, Women's two homeruns.

If (2) two or more leagues are combined then the higher 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 (3) three innings a team is (15) fifteen or more runs ahead

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

After (5) five innings a team is (10) ten 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 a head after 3 1/2 innings or the visitors or a head after 4 innings.

## **GAME TIME IS FORFEIT TIME**

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

Exception: A game will be held up if a team is playing a double hitter on (2) two 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 rights 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.

## **TROHPIES**

The number of team trophies that will be given out will be determined by the number of teams in the league.

3 teams or less	–	1 trophy
4 to 10 teams	–	2 trophies
11 to 15 teams	–	3 trophies
16 to 20 teams	–	4 trophies

## **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 be determined the higher ranking.

## **BPAR Altered Bat Policies**

To address the concern of altered or just 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 suspects has been altered in any way.

Umpires in 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.

## **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 at least 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 request the player to switch the side he is batting from the player will continue to bat to the switched side the remainder of the game.

When a male player is walked, he will go directly to 2<sup>nd</sup> base (he must touch 1<sup>st</sup> base), with the next batter, a female, 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. The pitcher and catcher are considered infielders. No more than 6 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.

**USSSA Slow-pitch Softball Rules:**

**Sec. 9. A FORFEITED GAME** shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score will be 7-0 in favor of the Team not at fault.

- A.** If a Team fails to appear on the Field, or being on the Field, refuses to begin the Game for which it had been scheduled, at the time the Game was assigned.
- B.** If after a Game has begun a Team refuses to play or resume play as directed by the Umpire.
- C.** If a Team uses tactics noticeably designed to delay or hasten the playing of a Game.
- D.** If an ejected player does not leave the field immediately when ordered to do so.
- E.** If for any reason a Team does not have the designated number of Players to begin or continue the Game.
- F.** If, after a warning by the Umpire, any one of these Rules is willfully violated.

**BPAR Rule:**

- A. Will be a forfeit.**
- B. Will be a forfeit.**
- C. May be a forfeit.**
- D. Will be a forfeit.**
- E. Will be a forfeit.**
- F. Will be a forfeit.**