



2026 ADULT SLOW PITCH SOFTBALL

RULES & REGULATIONS

For Men's, Women's, Open, and Industrial Leagues

The 2026 Slow Pitch Summer Softball Leagues will abide by all 2026 USA Softball Association (USA) Rules and/or the following regulations established by Tualatin Hills Park & Recreation District (THPRD) staff.

The Tualatin Hills Park & Recreation District will make additions and subtractions to these rules and regulations as the need arises. It is the responsibility of each team manager/coach to familiarize their players with all the following THPRD league rules and regulations.

Any rule changes from the previous year **will be highlighted in red.**

PLAYING CONDITIONS / WEATHER / MAKEUPS

In case of inclement weather, the team manager should check the THPRD field condition website for updates at <https://statusfy.com/5033883204>. THPRD will update this page by 3:00 pm on game days. However, field conditions are subject to change as the weather changes. **On weekdays, an email will ALWAYS be sent out to managers as soon as fields are deemed unplayable.** An admin will also post in the "T-Hills Adult Softball Free Agent and Managers" Facebook page.

THPRD umpires reserve the right to cancel games due to unsafe field conditions. Once an umpire cancels a league game on a field due to weather or field conditions, all other games on the same field will be canceled for the rest of the day/night unless otherwise specified by THPRD. Once games are canceled, THPRD will update the Statusfy website immediately.

THPRD will attempt to schedule makeup games on the same league day/night of the week but may be limited to times and fields available, including possible doubleheaders, and managers will be notified as to the time and location of the makeup games. Due to limited fields and times, makeup games scheduled by THPRD will be final.

Managers will be notified via email if schedules change. It is also recommended to check <https://www.teamsideline.com/sites/tualatinhills/schedules> **weekly** for schedule changes.

RULES: SUMMARY

The following is a quick listing of important rules in abbreviated form that are referenced frequently, are critical to the flow of the game, or may differ from other leagues. This is not a complete list of rules and **should be used as a resource, not a replacement**, for the more comprehensive following pages.

Game Duration

1. 7 innings or time limit
2. No new inning after 65 minutes
 - a. No drop dead. Innings that have begun before the 65 minute time limit will be completed.

Mercy Rules/Run Limits

1. In all leagues, mercy rules are **15 after 4 and 10 after 5**
2. In all leagues, there are no run limits in the 6th and 7th innings
3. Inning run limits by league (first 5 innings):
 - a. Open/Women: **6**
 - b. Men's Rec/**Mixed: 8**
 - c. Men's Comp: no limit **(also when two Monday comp teams play each other)**

Equipment

1. THPRD allows all USA and USSSA certified softball bats that meet USA compression standards
2. **No senior softball bats (SSUSA)**, and no baseball bats
3. Bats must get an approved 2026 sticker from a THPRD employee before being deemed legal

Pitching/Game Flow

1. 1-1 count, no courtesy foul
2. Pitch height: **6 ft – 10 ft**
3. Warm Up Pitches:
 - a. Before first inning: **up to 5**
 - b. For pitching change: **up to 3**
 - c. All other innings: **no warm ups guaranteed**, but pitchers may warm up if game flow provides (i.e. while fielders are taking their positions)
 - d. Defensive players should not take a ball out to warm up with after the first inning

Rosters/Lineups/Starting Shorthanded

1. Teams need 8 players to start the game (see gender specific rules for Open leagues)
2. If a team has 8 players, the game will start on time
3. If a team does NOT have 8 players, a ten minute grace period is allowed. This counts as game time.
4. Teams may bat a line up, their roster, or, in Open, use "the wheel."
 - a. Please see detailed rules section for lineup construction

Home Run Limits

1. In all leagues, there will be a maximum and then it will be progressive if both teams reach that max
2. Limits (see full rules for penalties for excessive over-the-fence home runs):
 - a. Men's Comp (Thursday): **5**
 - b. **Men's Mixed (Monday): 4**
 - c. **Men's Rec/Open/Women's: 3**

Scoring Line

1. The commitment and scoring lines are used in all leagues. Runners who touch home plate, or even run within the batter's box area, will be called out. This includes home runs if a player chooses to run the bases.

LOST and FOUND

Any articles found at a game site will be collected, tagged, and stored at the HMT softball office near the concession area at the fields. They will be stored at the office for a period of 30 days. If they remain unclaimed after that period, they will be donated to an appropriate organization.

EQUIPMENT

Only Softball-approved equipment will be allowed. Each team must supply their bats, gloves, and practice balls.

1. Shirts with at least 6" numbers on the back are recommended to be worn by all persons playing in the game. THPRD recommends that all team players wear shirts of the same or similar color.
2. When wearing metal joint braces. All exposed metal must be covered. Players refusing to cover exposed metal will be immediately disqualified.
3. For men's & open league play, the only ball used will be a 12-inch .52 COR/300 lbs compression, and for women's league play, balls will be 11-inch .52 COR/300 lbs compression.
4. THPRD will distribute new "Game Balls" to each team before the start of league play. The home team will supply one (1) new, and one (1) used regulation ball in good condition as a backup for each game. The game balls will be returned to the home team after the game. When a team hits the ball over the fence, that team must retrieve or replace it with a good-quality regulation ball. In other words, "those that hit it, get it." If you hit the other team's ball over the fence and do not retrieve it, you must supply a replacement ball of equal condition to the team that provided the ball.
5. Additional new game balls can be purchased from the Athletic Center.
6. Bat testing will be available before each game.
7. Only bats with preapproved 2026 THPRD league stickers will be eligible for league play and playoffs. Previous years' stickers are void.
8. **NO SENIOR BATS**, regardless of compression. USSSA bats meeting linear USA compression standards (1450 psi) will be allowed. No baseball bats.
9. Wood bats will not be compression tested but must be checked by staff for cracks or alterations before being issued a 2026 sticker.
10. A player found to be using an illegal or altered bat will be deemed out for that at-bat. Stepping into the batter's box qualifies the player for the illegal bat penalty, regardless of whether a pitch has been thrown.
11. **Metal spikes may NOT be worn** during any THPRD Adult Softball League or Playoff Games. This includes all levels, all leagues. **NO METAL SPIKES**. Batters will receive a warning and will be out for the initial violation. Stepping into the batter's box qualifies the batter for the metal spikes penalty, regardless of whether a pitch has been thrown. If spikes are not removed, then the player will be ejected. Fielders coming off the field observed in metal spikes will be an automatic out for their next turn at bat.

COMMUNICATION DEVICES

Usage of cell phones and go-pro devices are not permitted on the field of play. Drones are not allowed on THPRD property.

FACILITY REGULATIONS

All team members are responsible for enforcing these rules. If a team is found guilty of violating these rules, it will forfeit that evening's game(s) and be placed on probation.

1. Smoking, vaping, and alcohol use are prohibited at all THPRD complexes.
2. Dogs must be on a leash, secured and supervised. Owners are required to pick up all dog waste.
3. Players/spectators are asked to leave the complexes within 15 minutes after the last game of the evening.
4. Do not leave valuables in your car. **THPRD IS NOT RESPONSIBLE FOR THEFT OR VANDALISM.**

UMPIRES

An umpire will be scheduled for each game in all leagues. Umpires shall have final authority on all matters relating to the game, including rainouts once play has commenced. They shall also have the authority to conduct and supervise all non-game-related decisions when a THPRD Field Supervisor is not present.

All umpires are employees of THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330, or apply online by searching "Softball Umpire" at <https://www.governmentjobs.com/careers/thprd>.

Any concerns regarding umpires may be in writing or email form and shared with the Program Coordinator. Please include the date, time, field, and umpire's name if possible. Managers/coaches are encouraged to call Kyle Kotchik @ (503) 619-3865 if they have questions on rules, policies, or procedures. Kyle can also be reached by email at k.kotchik@thprd.org

UNSPORTSMANLIKE BEHAVIOR

1. Any individual player, spectator, coach, or manager found by the umpire acting disruptive before, during, or after a game will be ejected and asked to leave the premises. Failure to do so will result in further disciplinary action, including ejection from the league.
2. Abusive language, directly or indirectly, sarcastic remarks or references or gesturing in such a manner as to indicate resentment (i.e., flipping the finger, etc.) used by any player or players before, during, or after a game will mean ejection from the game. If a player or players refuse to leave the premises, the game will be forfeited to the opposing team.
3. Any abusive action, physical or verbal, directed toward an umpire, district representative, district personnel, player, spectator, coach, or manager before, during, or after a game may result in permanent expulsion from the THPRD softball leagues. A telephone call and a letter will notify the manager of the expelled player.
4. Any player, manager, or spectator can be ejected without a prior verbal warning.

DISCIPLINARY ACTION

1. Any player or manager ejected from a game will be reported to the Program Coordinator by the game umpire by noting it on the game report.
2. Once a player is ejected from a game, their spot in the batting order becomes an out for the rest of the game, and a **SUBSTITUTE CANNOT BE USED** for the ejected player.
3. Any individual player, coach, or person actively involved in the game (example: base coach, scorekeeper, etc.) ejected from a game will not be allowed to participate in the next scheduled league or playoff game, and they are placed on probation for the remainder of the season.
4. Any player ejected from two (2) games will be disqualified from the league for 12 months.
5. If the next scheduled game for a disciplined player, manager, or spectator is rained out or canceled, that person must sit out the next official game.
6. If a player is disqualified from league play two years in succession, they will be suspended from participating in the Tualatin Hills Softball Program for the next three years.
7. All ejections, suspensions, and other disciplinary actions will be followed up with an email to the team manager.

PREGAME CONFERENCE

During the pre-game conference, the representative is the team manager, who will share all covered information with the entire team. Captains should use this opportunity to ask questions about rules anybody may be unclear on. **It is the captain's responsibility to make sure the team knows the rules, not the umpire's.**

PITCHING REGULATIONS

Per USA regulations, the ball must be delivered from below the waist with a perceptible arc. The pitch must reach a height of **at least 6 feet** from the ground while not exceeding a **maximum height of 10 feet** from the ground and not having excessive speed.

1. Pitches must be delivered in a fluid, continuous motion without deception; No fake pitches allowed.
2. Pitch heights are in the **judgment of the umpire and are non-arguable. *To take a pitch close to these heights with two strikes is to voluntarily place one's fate in the hands of the umpire.***
3. Pitches that meet the aforementioned criteria and land on the strike mat will be called strikes. Any part of the ball catching any part of the mat before the ball hits the ground qualifies. Note that there is a fine line between the plate and the mat, and close pitches will be in the judgment of the umpire. Pitching instructions using the strike mat will be reviewed in the pregame meeting.
4. If the defensive team desires to walk a batter intentionally, they can do so by notifying the umpire, who shall award the batter first base. They do **NOT** need to deliver pitches. In the Open league only, any walk, intentional or unintentional, to a batter in the male/non-binary lineup will result in a two-base award. If there are two outs, the following batter in the female lineup can choose to hit or walk to first base.
5. The pitcher must come set with at least one foot within the 24-inch width of the pitcher's plate, but can be up to 6 feet behind the pitcher's plate. Walking deliveries are still never allowed. A pitcher must always come set before the pitch.

GAME TIME

Games shall be seven innings. No new inning will begin after 65 minutes have passed.

1. The official game time may begin at the pregame conference. However, if the pregame conference is done early, the umpire should begin the game clock before the first pitch. It is both teams' responsibility to get the official game time from the umpire.
2. Games beginning ahead of schedule **still observe the 65-minute time limit.**
3. In the event of a tie during league games, the game will be recorded as a tie for both teams. If 65 minutes have not yet passed, **ONLY ONE** extra inning shall be played to break the tie. The game is recorded as a tie if a winner is not decided in the extra (8th) inning.
4. The international tie-breaker (runner on 2nd base to begin the extra inning) is **NOT** used at THPRD.
 - a. **Exception: During playoffs where a winner must be declared, international tie-breaker will be used.**
5. The game clock or watch used by the umpire will be the official time. The ten-minute grace period described in the next section shall be considered part of the allotted game time.

STARTING / PLAYING SHORT-HANDED

In all leagues, teams must have a minimum of 8 players to begin a game. THPRD allows the team to choose to put the missing players in the batting order, taking an out each time that player is not present to bat. When the players arrive, they can immediately take their spots in the batting order or on defense. These lineup spots must be declared in the pregame meeting.

1. At game time, a ten-minute grace period will be allowed if a team does not have the minimum number of players to start the game. If the team has the minimum number of players (8), the game must begin on time. Player(s) must be on the field ready to play within the ten-minute grace period. The ten-minute grace period is considered part of game time.
2. Players not yet present should be placed at the bottom of the order. When that spot in the lineup comes up the **first** time through, the team has the option to take an out OR drop that player from the batting order. If the player shows up after being dropped from the order, they become a substitute.
 - a. Once the first batter of the order begins their 2nd at bat, **teams may no longer drop absent players** from the order, and must take an out each time through until the player arrives.
3. In the Open and Open Industrial leagues, a team may begin the game with 8 players, but **MUST** have a minimum of **THREE (3)** of each gender to prevent players on base needing to take their turn at bat.
 - a. If a team has enough of one gender but too few of another, there can still be **no more than 5 of one gender in the field at any given time.**
 - i. Example: a team with 7 women and 3 men must play the field with 8 players (5 women and 3 men), but may still bat all 10 (see the section on "Batting the Wheel").

STARTING BALL AND STRIKE COUNT

Batters in all leagues will start with a 1-1 count. **No additional fouls are given.** A foul ball hit with 2 strikes will be an out.

FOUL TIP TO THE CATCHER

Per USA Softball, any foul ball **OF ANY HEIGHT** caught by the catcher is an out. The foul ball does NOT need to reach a certain height.

STEALING

Stealing is not allowed. Runners may advance on a batted ball once contact is made.

COURTESY RUNNER

One courtesy runner per gender per inning, with the following stipulations:

1. The courtesy runner may be ANY player on the roster, including players on the bench.
 - a. This is the standard USA rule, and we will no longer enforce the “last out” or “last available” restrictions. The important thing to us is not forcing somebody who is hurt to courtesy run.
 - b. Per USA softball, if a courtesy runner’s turn at bat comes while they are on the bases, the original runner is effectively called out, the courtesy runner is removed from the base and takes their turn at bat. If this is the final out of the inning, the courtesy runner is the first batter of the next inning.
 - c. **It is the responsibility of the captain/players to know their lineup, NOT the umpire.**
2. Per USA Softball, the courtesy runner may be inserted at **any time**. There are **no restrictions** regarding it needing to be before the next pitch/batter/out, or which bases it can occur at.
3. A courtesy runner is legally in the game when they reach the base and a pitch, legal or illegal, is delivered. At that point, they cannot be replaced with another runner.
4. **THPRD Exception:** If the same batter who used a courtesy runner comes up multiple times in an inning, they may use a courtesy runner again. This does NOT need to be the same runner as the first time.

RUN LIMITS/MERCY RULE

1. Run limits per inning are as follows:
 - a. Men’s Competitive: no run limit per inning
 - i. **When two competitive teams play each other in the mixed league, there is no run limit**
 - b. Men’s Recreational/Mixed: 8 run limit per inning
 - c. Women’s, Open, and Open Industrial: 6 run limit per inning
2. The 6th, 7th, and any extra innings are **unlimited in all leagues**.
3. Mercy rules are **15 after 4** innings and **10 after 5** innings.
4. If a game is officially ruled over using the mercy run rule, teams may continue to use the remaining game time to play without the umpire.

BATTING/LINEUP CONSTRUCTION - Overview - All Leagues

Teams may choose to bat the roster, bat a set lineup, or, in Open leagues only, bat the wheel. Teams must declare in the pre-game which batting option they will use. There is no DH in slow pitch softball, only Extra Hitters. **No player is allowed to occupy a defensive position without also taking their turn at bat.**

For all leagues and lineup types, in the case of an **ejection**, no substitution will be allowed for the ejected player. The lineup spot the ejected player occupied becomes vacant, and an out shall be recorded each time this lineup spot comes to bat.

BATTING THE ROSTER - All Leagues

Teams choosing to bat the entire roster can bat all players present, up to twenty (20).

1. All players present must be listed in order they will be batting in the scorebook.
2. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter has started their 2nd at bat. Once this occurs, no players may be added.
3. In Open League, the batting lineup must alternate by gender. For teams with uneven numbers of each gender, see the section on "Batting the wheel" below. Male and non-binary players must bat between two females (Example: F, M, F, M, F, NB, F, M, F, NB).
4. In the case of an injury, the player is removed from the lineup with no penalty, never to re-enter.

BATTING THE LINEUP - All Leagues

Teams may choose to bat a set lineup with substitutes available.

1. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter has started their 2nd at bat. At this point, no players may be added.
2. USA Substitution rules: All players, including substitutes, may enter AND re-enter the game one time. The beginning of the game marks the initial entry point for players in the starting lineup. Re-entry into a game must always occur in the same lineup slot the player originally occupied.
3. In the case of an injury, an available substitute must enter the game in the injured player's lineup spot. If no substitutes remain and an injury occurs, the player may be dropped from the lineup with no penalty, never to re-enter. Players who were legally substituted for due to injury may re-enter the game at their own risk, but may only replace the player that came in for them.

BATTING THE WHEEL - Open League Only

If the gender ratio is uneven, a team may still bat all players, up to 20, by batting the wheel. The wheel refers to two (2) lineups separated by gender that alternate to preserve the nature of coed/open play and ensure that players have similar opportunities to bat each game.

1. All players present must be listed in order in the scorebook by gender. The female players should be listed together in one lineup, with the male and non-binary players in the other.
2. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter in the same gender lineup has started their 2nd at bat.
3. In the case of an injury, a player may be dropped from the lineup with no penalty, never to re-enter.
4. For questions regarding wheel lineup construction, see your umpire before the game.

DEFENSIVE POSITIONING - Open League Only

THPRD does not abide by the USA Coed softball rule regarding defensive placement by gender. Defensive players can play any position regardless of gender. In Open League only, the encroachment line in the outfield **must be honored for all genders**.

No more than FIVE (5) of one gender may play in the field defensively at any time. This includes situations where a team is shorthanded. **Example:** a team with 6 of one gender and 4 of another must play with 9 players in the field (5 + 4). They may bat all 10 using the wheel.

- *2026 Exception: **Industrial Open League ONLY:** teams may play with 6 of one gender and 4 of the other. Batting lineup must still alternate by gender. If a team has 5 of a gender, they must play with all 5.

OPEN LEAGUE INFIELD AND OUTFIELD

1. The infield and outfield will be defined by the line where the grass and dirt meet.
2. Infielders must have at least one foot on the dirt at the time of the pitch. Outfielders cannot be any closer than the encroachment line until contact is made (see following section).
3. The maximum number of outfielders a team can have is 4. Rovers are illegal. The defensive player must be an infielder or outfielder.

ENCROACHMENT LINE - Open League Only

A chalk line is marked in the outfield at 200 feet from home plate. For batters, none of the outfielders may cross the line toward the infield until the ball is hit. If, in the umpire's judgment, an outfielder crossed the line before contact with the ball was made, a **delayed** dead ball is called. The manager of the team at bat has the option of taking the result of the play or having the batter return to the plate, assuming the ball and strike count they had before the pitch.

HALO RULE - JUDGMENT CALL BY THE UMPIRE, NON-ARGUABLE

A dead ball out is called when a batted ball is sharply hit directly at the Halo Zone. The Halo Zone shall be a total of four feet wide, extending one foot from each side of the pitcher's plate, and from the ground to one foot above the pitcher's head. If a line drive or sharply hit ground ball goes through the Halo Zone, and, in the umpire's judgment, is hit sharply enough that it places the pitcher in peril, the ball is dead, the batter is out, and runners must return to bases occupied at the time of the pitch.

1. The zone itself dictates whether a ball is or is not a Halo, NOT whether or not the pitcher is hit.
 - a. A sharply hit ball that passes through the Halo Zone will be called a Halo whether the pitcher is in the Halo Zone or not.
 - b. If a pitcher is hit with a ball while outside of the Halo Zone, the pitcher is not protected, and no Halo will be called. Play may be stopped for injury and bases awarded at the umpire's discretion.
2. **If the same batter is called for a Halo infraction twice** in a game, that player will be disqualified from batting. The player will be eligible to play defense only, and the offensive spot will be an out for the remainder of the game. No substitute will be eligible for that lineup spot.
3. **Third & any subsequent halo violation by a TEAM during a game is an inning-ender.**
4. If at any time the umpire feels a ball was intentionally hit into the Halo Zone, the batter will be immediately ejected.
5. No player or manager may argue that enforcing the halo rule negates the opportunity for a double play. Similarly, the pitcher's perceived fielding **ability** is not to be judged by the umpire and used as criteria for calling a batted ball a Halo.

COMMITMENT LINE AND SCORING LINE - All Leagues

1. Once a runner crosses the commitment line, they must continue to home plate. **A runner has crossed the commitment line when any part of their body touches the ground on or beyond the line.**
2. After the runner crosses the commitment line, the play becomes a force play at home.
3. If the defensive player catches the ball and touches home plate before the runner crosses the scoring line, the runner will be called out.
4. The defensive player may **never** tag base runners once they have crossed the commitment line.
5. **Baserunners will be called out if they intentionally or unintentionally touch home plate or the strike zone mat, run through or over EITHER batter's box, run over the plate, or slide over the scoring line.**

6. **The runner has crossed the scoring line when any part of their body touches the ground on or beyond the scoring line.** Players may **not** slide across the line. The runner will **not** be out if a defender obstructs the scoring line so that the runner is not able to safely cross it.
7. EVERY play at home plate is a force play. **If a runner is tagged between the commitment line and the scoring line, they will be called SAFE.**

HOME RUN RULE

When a team hits a game ball over the fence, that team must retrieve or replace it with a regulation ball of equal quality. In other words, “you hit it, you get it.” In all leagues, all untouched over-the-fence home runs will be “hit and sit.” The batter and any base runners should return directly to the dugout. They do not have to touch any bases, and all runs are counted. Should a player opt to run the bases, all base-running rules apply. **A player who touches home plate or runs through either batter’s box after rounding the bases will be called out.**

1. Both teams can freely hit home runs up to their league’s corresponding limit. The limits are as follows:
 - a. Men’s Competitive: **Five (5) home runs**
 - b. Men’s Mixed (Monday): **Four (4) home runs**
 - c. Men’s Recreational, Open, Open Industrial, & Women’s: **Three (3) home runs**
2. Once BOTH teams reach the limit, the one-up progressive rule is in effect. Neither team can be more than one home run ahead of its opponent after this point. The One-Up Home Run Rule will be used for all untouched over-the-fence hits.
3. A dead ball out will be the penalty for the 1st untouched over-the-fence home run after reaching the home run limit, or, if both teams have reached the limit, for the 1st such home run that places a team more than one home run ahead of their opponent.
4. **Additional home runs hit after hitting a dead ball out shall be an inning ender.** If the other team catches up and the penalized team then hits a legal home run again, the penalty starts over and is just a dead ball out.
5. Any fair ball hitting the top of the fence on any field and going over is a homerun. Any ball hitting any trees hanging OVER the outfield fence is a home run, regardless of whether it goes out.

PLAYER CONDUCT - MANAGER / COACH RESPONSIBILITY

Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game. Managers are identified at the plate pre-game talk. Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

GHOST CARDS

Ghost Cards can be used when teams are short players for a game. The Ghost player must provide an acceptable THPRD or Legal ID if questioned.

The manager **MUST** give the Ghost Card information form to the umpire before the start of the game. All Ghost Card forms will be turned over to THPRD for review and attached to the game report at the end of the game. **GHOST CARDS CANNOT** be used during ANY playoff games.

ROSTER CHANGES

Players may be added and dropped before the 2nd half of the season begins. No new players may be added to the team roster except in hardship cases after the deadline.

INDUSTRIAL ROSTER ADDITIONS: For each company employee added to the roster, a copy of a current (within three months) pay stub must be submitted with the add form. The pay stub must list the company name, company address, employee name, and date. Pay stubs should have pay information deleted.

ROSTER CHECKS

The team managers should always have their official team roster, and all add/drop forms for possible roster checks. Random roster checks may be done throughout the season by THPRD staff.

Company/Business photo ID is acceptable for the industrial league only. Team managers may request a roster check of any player(s) at any time. The protesting team must ask the umpire to do an official roster check on the player(s) requested. The team manager should supply the official roster, and the player(s) must provide proof of enrollment. If no roster is available or the player is not listed, the player(s) in question will be documented on the game report, and the game will continue. A player's eligibility will be determined by THPRD the next working day, at which time both coaches/managers will be informed of THPRD's findings. If the questioned player cannot produce acceptable proof, the player will be deemed illegal, and the game is immediately forfeited. The time limit is still in effect and will not be adjusted for roster checks. All problems with illegal players must be reported to the Program Coordinator, Kyle Kotchik, at k.kotchik@thprd.org or 503-619-3865.

PLAYERS

1. Rosters must have a minimum of 12 and a maximum of 20 players and must be kept current.
2. All players must be a minimum of 18 years of age.
3. Only registered players on an official league roster may compete in a league game except for a Ghost Card, previously purchased by the team. A player may be registered on only ONE team per league day. Example: A player may play on Monday competitive and Thursday competitive league, but NOT Monday competitive and Monday recreational, or Sunday 18 game and Sunday 12 game.
4. Players who are discovered playing on two teams in the same league without the use of a ghost card will be suspended for a minimum of two league games, and the offending team will forfeit any games in which the player in question illegally participated. For repeat violations, the player shall be ejected from any further league play for the remainder of the season.
5. Original league rosters are kept by THPRD and are available for inspection by team managers.
6. Players will play as their affirmed gender. Affirmed gender refers to lived-in gender rather than as assigned at birth. This means Trans Women are welcome in the Women's League, Trans Men will play in the Men's League, and Non-Binary (NB) players are welcome in the Open League or Open Industrial League.

AMERICAN DISABILITIES ACT (ADA)

THPRD welcomes players with disabilities, and, in accordance with USA Softball and the American Disabilities Act, will make reasonable accommodations to players with disabilities “unless such modifications would change the fundamental nature of the activity or would pose a significant risk to the safety of other participants” (USA Softball Rule 4, Section 2). Traditionally, this has usually included the use of a designated baserunner for hitters, or additional unlimited courtesy runners that do not count against limits for ADA players, but is not limited solely to these implementations. **Injured players DO NOT, under any circumstances, qualify for ADA accommodation.** Players who are injured may be substituted for or dropped from the lineup without penalty, but are not eligible for special accommodation under ADA rule.

INJURY OF A BATTER / BASE RUNNER

If an injury to a batter-runner prevents them from proceeding to an awarded base, and the ball is dead, a substitute for the batter-runner or runner may be made.

A courtesy runner may enter the game if an injured batter walks. The batter does not need to reach the first or second base. The umpire and the opposing team must be notified.

During a live ball situation, when a player becomes seriously injured and, in the umpire’s judgment requires immediate attention, the umpire will call “DEAD BALL.” All play should cease, and, after dealing with the injury appropriately, the umpire should award any bases that would have been reached. If advancement was uncertain, this may include sending the runners back to the base they last legally touched.

LEAGUE PLAYOFFS

All leagues will have playoffs at the end of the season. Some leagues will have multiple brackets within the same league (i.e., Gold, Silver, Bronze, etc.). The number of playoff brackets within each league will depend on the number of teams in the league as well as field availability.

For determining playoff standings, league ties will be determined by head-to-head record during league play. If a tie still exists, fewest runs allowed against the teams involved will be used to determine the winner.

In the playoffs, **the better seed will be the home team.**

PROTESTS

Umpire judgment calls will not be reviewed. In general, all officials' decisions will stand; however, if a coach/manager feels that a protest is necessary regarding a rule interpretation or application, the following procedure applies:

1. The captain or coach must inform the umpire verbally of the intent to file a protest at the time of the infraction and note it in the official scorebook only during game time. Post-game protests are not accepted.
2. The argument must be submitted in writing along with a \$25.00 deposit to the Tualatin Hills Athletic Center by 5:00 pm the following business day. Protests must include the following information:
 - a. The date, time, and location of the protested game.
 - b. Umpire's name.
 - c. Name of both coaches and teams.
 - d. The rule interpretation that is being protested and its misapplication.
 - e. Explanation of protest.
3. If the protest is successful, the \$25.00 deposit will be refunded, and the game will be rescheduled, with play restarting at the point of protest.

LEAGUE RECLASSIFICATION

Teams will be placed in the league they sign up for until the league is full. In extreme circumstances, on league nights with competitive and recreational divisions, THPRD reserves the right to adjust divisions as necessary to preserve competitive fairness and maintain player safety.

LEAGUE DROPS

Entry fees will **not** be refunded if a team wants to drop from the league after schedules have been completed unless there is a replacement team. In that case, a prorated refund check may be issued minus a processing fee.

SCOREKEEPING

1. Each team must provide a scorebook and scorekeeper.
2. Team lineups must be exchanged to the official scorekeeper before the beginning of the game.
3. The home team is responsible for keeping the official scorebook. The visitor's book will be official if the home team does not have a scorekeeper.
4. Scorekeepers are advised to confirm scores after each HALF inning.
5. It is mandatory to list each player's last and first names in the scorebooks.
6. The umpire must be notified immediately if there are any discrepancies between the two scorebooks.
7. The umpire will note the final score on the game report.
8. Home runs are to be recorded on the official umpire game report sheet.
9. Umpires are not scorekeepers; umpires should record inning-by-inning scores but are not required to do so.
10. Scorebook keepers are vital for documenting play. Teams who do not provide a scorebook keeper forfeit the official book to the other team, and may not be able to support claims if there are discrepancies.

FORFEITS

Team managers/coaches need to notify the Program Coordinator Kyle Kotchik at (503) 619-3865 between 9 am and 5 pm at least 24 hours in advance should they know they cannot field a team for a scheduled game.

1. Any team which forfeits two games may be dropped from the league and will forfeit all fees paid.
2. If a team does not have the required number of players present at scheduled game time (plus a 10-minute grace period), they must forfeit the game. All forfeits are scored 7-0.
3. For liability reasons, umpires are discouraged from umpiring forfeited games or games otherwise played in an unofficial capacity.
4. Games forfeited for circumstances other than too few players will not be played.
5. Non-rostered (pick-up) players are allowed to play in a forfeited practice game. Umpires are not required to officiate the forfeited practice game when non-rostered players are used.
6. Forfeited play will continue for as long as possible but will be ended by the official, so the next scheduled teams have time for warm-up, pregame, and game start time as scheduled.
7. ALL LEAGUE AND USA RULES, SANCTIONS, AND PENALTIES WILL APPLY DURING FORFEIT PLAY.
8. All forfeits are recorded by the umpire and will be reported to the THPRD Program Coordinator.