### SEMINOLE COUNTY ADULT SOFTBALL RULES AND REGULATIONS

## 1) LEAGUE REGULATIONS:

A. The United States Specialty Sports Association (USSSA) Rules and Regulations shall govern all scheduled softball league play where Seminole County league rule is not in place. **NOTE: Adult team rosters will be limited to a maximum of (20) players.** 

Updated: 8/14/2025.

- B. Each team coach/manager must submit a complete and signed team roster (waiver) with all the required information. No player may play with any team until they have filled out the team roster (waiver) and it has been filed with Seminole County staff. Upon the request of the league staff, a player's ID MUST BE PROVIDED or that player in question will be disqualified and additional discipline may be applied. All players must be eighteen (18) years of age or older to participate.
- C. A player may only be on one (1) roster per night at Red Bug Lake Park; however, players may play as many nights as they desire. Players may change teams ONE time during the season but must wait at least 24 hours until the team change becomes effective.
- D. We guarantee one umpire per field. If there is no scorekeeper home team is responsible for keeping the book and the visitors are more than welcome to keep a book as well.

## 2) LEAGUE RULES:

- A. In all leagues, seven (7) inning games are played unless stopped by the run rule, rain, or time limit. Four (4) innings are considered a complete game when inclement weather is involved. Play may also end in the bottom of the fourth (4th) inning if the home team is ahead. Games played beyond four (4) innings ending due to rain will be considered complete and the final score will be taken from the previous completed inning. Any games not completed due to inclement weather will be rescheduled and replayed from the first (1st) inning.
- B. Team Managers/Coaches are responsible for checking status of games on rainy days. *Rain-Out Line (407) 665-PARK (7275)* or via Team Sideline text alert. A valid email address will be required in order to receive weather alerts.
- C. Line-ups must be turned in to the scorekeeper five (5) minutes before the scheduled game time. The umpire will maintain the official time. Line-ups must include last name, first initial and jersey number. \*Signed team rosters (waivers) MUST BE turned into a scorekeeper prior to playing your first league game. \* Team managers/coaches are responsible for filling out the team rosters (waivers) completely and print must be legible. All persons on the player's bench (dugout) or on the playing field shall be on the team roster (waiver). Any new players must sign the team roster with scorekeeper after week 1 and rosters will be open until the seventh week of the season. No player may be added to the roster for the remainder of the season (unless prior approval from League Administration has been acquired). Subs must be listed on the lineup if not they won't be eligible to play.
  - **Monday Night "Super D" League:** New players CANNOT be added onto the team rosters after the week 5 games have been played unless prior approval from league administration has been acquired.

### D. Pitching Screen Rules

- Pitching screen will be required.
  - I. Pitching screen should be parallel with the edge of the pitching rubber (either side)
    - No more than 3 feet in front or behind the pitching rubber
  - II. Batted balls that hit the screen will be a strike

### SEMINOLE COUNTY ADULT SOFTBALL RULES AND REGULATIONS

III. Pitcher must be behind the screen at the point of contact. (If not and the ball is touched by the pitcher, the play will be called dead and will result in a push single for the batter.)

Updated: 8/14/2025.

- IV. The pitcher must keep one foot in contact with the top of the pitcher's rubber until release of ball.
- V. Once a batted ball is in play the pitching screen is live and in play. The defensive team is **NOT** allowed to push the screen down. The penalty for this will be a delayed dead ball interference call.

### E. Tie Breaker: (all fields)

• If the game is tied at the end of regulation play, (including time limit) the Kansas tie breaker rule will take effect. Last batted out will be placed on second base. The one pitch rule will be in effect until a winner is declared. No tiebreaker will exceed three innings, except for the end of the season tournament.

### Run Rules: The game will end if:

- One team is ahead by twenty (20) runs at any time after one (1) complete inning
- One team is ahead by fifteen (15) runs after playing four (4) innings
- One team is ahead by ten (10) runs after playing (5) innings

#### **Time Limits:**

- No new inning will begin after one (1) hour for all league play.
- F. **Profanity**: If in the judgment of the umpire, Recreation Specialist or League Administrator, any player, team manager/coach or spectator is using excessively inappropriate language, they will be ejected from the game and/or facility. The offending player must leave the facility within two (2) minutes or the team may be subject to forfeiture.
- G. **Post Season Tournament: After** the completion of the regular season, each league may hold a post season tournament that is independent of the regular season league results.
  - Teams will be seeded based on the final regular season league standings.
  - Game times will be assigned by the tournament director and are not based on regular season results.
  - Eligible players must be on the regular season roster and no pickups will be allowed unless approved by the league director based on unusual circumstances.
  - Home team will be decided by the higher seed.
- H. **Ejections**: Any player ejected or disqualified from a game cannot participate in the remainder of that game and is subject to further disciplinary action. Additional game suspensions or other penalties may be issued at the discretion of the League Administrator (*rainout or postponed games do not count towards game suspensions*). Ejected players must leave the park immediately following their ejection. Failure to do so will result in the team's forfeiture.
  - The USSSA shorthanded rule will be in effect.
- I. Homeruns: All "D and Competitive Co-Ed" teams are allowed four (4) home runs (over the fence) per game. All subsequent home runs are ruled as outs. All "Super D" teams are allowed four (4) home runs (over the fence) per game plus "1 up" and all subsequent home runs are push singles. In "Recreation Co-Ed" teams are allowed two (2) home runs (over the fence) per game plus "1 up". Home team is not allowed to go "1 up" in the last inning. An INSIDE THE PARK HOME RUN DOES NOT APPLY TO THE HOME RUN RULE. (The player is awarded 4 bases). CHASE OR REPLACE: It is the responsibility of the batting team to return any homerun ball back into play. Batting team must retrieve it or replace it from one of their reserves. The park office will have some available for purchase for \$7.00 per ball.

## SEMINOLE COUNTY ADULT SOFTBALL RULES AND REGULATIONS

J. Courtesy Runners: Only one courtesy runner per inning may be used. The courtesy runner can be anyone on the roster. If the courtesy runner is still on base when his/her turn comes up, the original baserunner can take the place on the base with no penalty. For coed games, only a male runner can run for a male and a female runner can run for a female.

Updated: 8/14/2025.

- K. ADA (Americans with Disability Act): The ADA rule states "reasonable accommodations" shall be made for persons with a disability. A player with a disability may get a courtesy runner, which will be the last batted out and they will start behind the umpire. If there's no outs the runner would be the last scheduled batter, that is not on base. If the courtesy runner runs prior to contact with the ball is made, the play is dead and the batter is out, no runner shall advance.
- L. In u-trip the baserunners cannot advance on a foul ball that is the third strike. Whether it caught or not, and the batter is out.

### M. Competitive Co-Ed

- The competitive division will follow the USSSA championship rules with the following exceptions:
  - I. Competitive Co-Ed is a 6/4 league, men will hit 12" ball and women will have the option to hit the 11" ball
  - II. Teams may bat up to 14 players
  - III. Co-Ed team rosters will be limited to a maximum of 24 players. Co-Ed teams should have 10 players on the field but may start play with eight (8) legal players: minimum three (3) females. An automatic out will be awarded each time the missing fourth female (i.e. 10<sup>th</sup> batters) turn at bat is due. When a male is walked the manager has the option to have female batter walk or take their turn at bat. Play beginning with 10 legal players may continue if a female is injured under the shorthand rule. A team may bat more females than males.
  - IV. A male can sub into the game for a female as long as it doesn't alter the guy to girl ratio and the batting lineup.
  - V. Batting Lineup Nowhere in the batting line up may more than two (2) men bat back to back.
  - VI. All Red Bug run rules apply
  - VII. Fielding There must be at least two (2) female players on the infield and two (2) female players in the outfield.
  - VIII. The following positions will be considered valid for the infield requirement; Pitcher, First, Second, Third, and Shortstop. The catcher will not be considered an infield position to fulfill the required 2 female infield positions.
    - IX. Please refer to Co-Ed Appendix for further clarification.

### N. Recreation Co-Ed:

- I. A two-hundred-foot line is placed in the outfield. **All outfielders** must stay behind this line until the offensive team hits the ball. **(Unless a woman chooses to hit the 11" ball)** The outfielders can make a forced out at any base. **All infielders** must play on the clay until the offensive team hits the ball. PENALTY an automatic double for the batter/ base runner or result of the play. This is a delayed dead ball situation. This rule is non-gender specific.
- II. Co-Ed is a 6/4 league; men will hit 12" ball and women will have the option to hit the 11" ball. If the women choose to hit the 11" inch ball the co-ed line will not be enforced. If the women choose to hit the 12" inch ball the co-ed line will be enforced.
- III. Co-Ed team rosters will be limited to a maximum of 24 players. Co-Ed teams should have 10 players on the field but may start play with eight (8) legal players: minimum three (3) females. An automatic out will be awarded each time the missing fourth female (i.e. 10<sup>th</sup> batters) turn at bat is due. When a male is walked with less than (2) outs, the female must bat. When a male is walked with two outs the female has the option of walking or taking their turn at bat. Play beginning with 10 legal players may continue if a female is injured under the shorthand rule. A team may bat more females than males.

**Updated: 8/14/2025.** 

### SEMINOLE COUNTY ADULT SOFTBALL RULES AND REGULATIONS

- IV. A male can sub into the game for a female as long as it doesn't alter the guy-to-girl ratio and the batting lineup.
- V. Batting Lineup Nowhere in the batting lineup may more than two (2) men bat back-to-back.
- VI. A maximum of 7 runs will be allowed for the first 4 innings. The 5th inning and all the following innings will be OPEN. All Red Bug run rules apply.
- VII. **Co-Ed Courtesy Runners:** Any male player in the lineup may run for any male, and any female player in the lineup may run for any female. One male and one female courtesy runner is allowed per inning.
- VIII. Fielding There must be at least two (2) female players on the infield and two (2) female players in the outfield. Please refer to the Co-ed "cheat sheet."
- IX. The following positions will be considered valid for the infield requirement: Pitcher, First, Second, Third, and Shortstop. The catcher will not be considered an infield position to fulfill the required 2 female infield positions.
- X. When a Co-ed team is playing shorthanded, the team will be allowed to play with only 1 Female outfielder. Ex: 6/3 ratio
- XI. Please refer to Co-Ed Appendix for further clarification.
- XII. Winner of Rec CoEd must move up to Comp CoEd end-of-season tournament does not apply to this rule. The number one seed will move up.
- O. **Ties:** Ties for first (1st) place will be decided by; (1)-head-to-head, (2)-least runs allowed head to head, (3)-fewest runs allowed, (4) coin toss.
- P. All games will be played beginning with a 1-1 count, with no courtesy foul.
- Q. The home team in all leagues must furnish one new and one good, used USSSA Classic M or Pro M ball.
- R. **Forfeits** Game time is forfeit time; however, a five (5) minute grace period is in effect for the first league game of the night ONLY. In an effort to eliminate forfeits, teams may start the game with eight (8) players. NOTE: Please give a courtesy call to the office if you know that you are going to forfeit! If a team forfeits two (2) or more games, you MAY be dropped from the league.
- S. Games are only rescheduled for inclement weather. Games may be rescheduled on alternate nights or weekends. Once a team manager communicates a forfeit, the forfeit will stand.
- T. **Protests** A team manager/coach must file a written protest within 24 hours after the protested game. \$50 must be paid when the written protest is made (to be returned if upheld). **NOTE: THE PROTEST MUST BE MADE BEFORE THE NEXT PITCH IN THE GAME.**
- U. **Bats** Red Bug Lake Park will enforce the USSSA licensed/approved bat list. For an official listing of all bats allowed and banned, go to the USSSA website at www.usssa.com. Any player using an altered bat will receive a 1-year suspension from league play. Failure to submit the bat for testing will result in a 2-year suspension from league play. This applies to BOTH the owner and the person using the bat. You may only use the current 240/thumb print bats. The illustration below, shows the old stamp on the left, and the new approved stamp on the right.





**Updated: 8/14/2025.** 

### SEMINOLE COUNTY ADULT SOFTBALL RULES AND REGULATIONS

V. **Uniforms** – Players must comply with the uniform rule by the third (3<sup>rd</sup>) league game or week. Player must have a shirt with a number on the back of the uniform that must be six (6) inches high, marker or tape is acceptable. This must be challenged by the opposing team. Penalty: Any player NOT in uniform after the third week of games have been played, will not be allowed to play.

### W. No Metal Spikes Allowed!

- X. Upon the discovery of an ineligible player being used, the game will be forfeited. The League Administrator will review all games in which that player participated. Failure to comply with this rule may result in the player's indefinite suspension from the league (remaining season), possible forfeiture of games by the teams involved and further action as ordered by the League Administrator. Team managers/coaches will be held responsible for players who have been declared ineligible. The scorekeeper is instructed to not enter ineligible players into the game. All players MUST be able to produce a pictured ID (driver's license) upon request within five (5) minutes to identify themselves if challenged by an opposing team manager/coach, umpire, or league official. Failure to do so will result in ejection from the game. Playing a player under an assumed name shall be a major offense that carries a minimum suspension for both team manager/coach and player for the remaining season and further action as deemed necessary by the League Administrator.
- Y. NOTE: No refunds of league fees once league schedules have been posted.

## 3) PARK RULES:

- A. The park closes at 10:00 P.M. We ask that teams playing the late game finish their game, gather their equipment, and please exit the park immediately following the game.
- B. <u>Alcoholic beverages are prohibited</u>. All team managers/coaches are responsible for notifying their players and spectators of this rule failure of the team managers/coaches to enforce this rule may result in the team's forfeiture of games or removal from the league.
  - a. First (1st) offense: Player involved suspended
  - b. Second (2nd) offense: Player involved suspended & Team Manager/Coach suspended
  - c. Third (3rd) offense: Entire team removed from the league.
- C. **SOFT TOSS** is not allowed. Anyone taking batting practice by hitting a ball into the fences surrounding each field of play, will be asked to leave and may be subject to suspension for the remainder of the season. \*Please use CAUTION swinging bats for warm-ups.
- D. No speakers or amplified devices of any kind are permitted at the softball fields.
- E. One on deck batter and the rest of the team must be in the dugout or outside of the field.
- F. **COVID-19 Rules Update:** Please be advised that these rules will supersede all previous park softball and USSSA rulings.
  - Players, coaches, and spectators are not required to wear face coverings. However, it is recommended that face
    coverings be worn in close contact areas where social distancing is difficult to maintain.
  - Face coverings are not mandatory for athletes, but we will allow players to wear face coverings if they choose, as long as the items do not compromise the safety of all participants in the game.
  - Teams, players, and coaches should refrain from handshakes, high fives, fist/elbow bumps, chest bumps, group celebrations, group prayers, etc.
  - There will be no handshake lines after games.