



City of Temple Parks and Recreation Men's and Co-Ed for Fun Softball Rules

All league games will be played in accordance with the current USA Softball Official Guide with the addition of the following. The head of the league shall be the Athletic Coordinator or his/her designated employees. In all matters not covered in these rules, the Athletic Coordinator and/or his/her employees shall have jurisdiction. Temple Parks and Recreation reserves the right to ban any participant and/or spectator from any and all sports competition for both youth and adults.

Manager's Responsibility

1. It is the responsibility of the manager or coach to inform his or her players, and make them aware of all the playing rules, administrative policies, and procedures used by Temple Parks and Recreation.
2. Managers should distribute all schedules to team members and inform team members once rainout information is furnished.
3. Managers are responsible for submitting a written protest to the Parks and Recreation athletic office when applicable.
4. Managers are responsible for the conduct of their players, coaches, and spectators. Managers are expected to curtail any excessive or unwanted language and actions made by their players.

Eligibility

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play. Players under age 18 must have their parent/guardian sign the team roster.
2. All players must carry current picture identification with them at all times.
3. Men's league players will only be allowed to play on one men's team during the season. Co-ed for fun league players will be allowed to play on multiple teams but ONLY within their division. Divisions will be determined once the pre-season tournament is completed. Example- co-ed for fun players on a division 1 team may play with any other division 1 team but may NOT play games in any other division (division 2, 3, or 4).
4. In the interest of equalizing league play, after a demonstration of dominance in a Division, Parks and Recreation reserves the right to promote a team into a more competitive division, at the PARD discretion.

Rosters

1. Each team will be allowed a maximum of twenty (20) players, including playing coaches.
2. All teams must submit a completed team roster form prior to playing their first game. Players under age 18 must have parent/guardian signature on roster form.
3. An automatic forfeit shall be declared for each game played without a team roster on file. This includes the preseason tournament also. The athletic department will not assume any responsibility for roster inadequacies that are detected.
4. Teams may add players throughout the season. A completed roster addition form must be completed for each player added and must be turned in prior to game time for the player to be considered legal. If form is not completely filled out, player will not be considered a legal addition.
5. Players may not change teams during the season (including the pre-season tournament). Once a player is signed to a roster, they will only remain legal to play on that team for the duration of the season.

Equipment/Uniforms

1. All men's league players must wear jerseys which have a permanently affixed, non-duplicated number on the back. Red 13 and blue 13 are considered to be the same number. Players will be allowed to write a number on a jersey with a permanent marker but absolutely no taped or pinned on numbers will be allowed. Players not attired as described above will not be allowed to participate.
All coed for fun league players will not be required to have matching jerseys or jerseys with numbers.
2. Shoes: must be worn at all times. No steel cleats, open-toed shoes or sandals will be allowed.
3. Each team must provide one (1) acceptable softball per game that **must be purchased through the City of Temple and must bear the official City of Temple stamp.**
 - a. Softballs must be USA approved with a City of Temple approval stamp and cor. rating clearly legible.
 - b. All Men's Leagues will use a 12" ball (max cor. 52, compression 300).
 - c. Co-Ed Leagues will use a 12" ball (max cor. 52, compression 300) for male batters and an 11" (max cor. 44, compression 375) for female batters.
4. All bats must be free of burrs, dents and/or visible cracks. All bats must have an USA/USSSA certification mark and must be on the list of approved bats. USA bats can bear either the new 2020 stamp or the previous 2000, 2004, & 2013 certification marks. USSSA bats are only legal if they bear the official 2013 fingerprint stamp or the 2021 fingerprint stamp; no other USSSA bats will be allowed. If the bat has both an USA and a USSSA certification stamp, it must bear the legal stamp for BOTH USA and USSSA. Any player caught using an illegal bat is subject to ejection from the game, suspension from the league, and/or confiscation of the illegal bat.
5. All bats being used for a game must be checked by the umpire prior to the beginning of the game. The umpire will check bats and put them in a designated area on the field for each team. Any player attempting to use a bat or bring in a bat after the game has begun will face an automatic ejection from the game. If a bat is taken back into the dugout at any time during the game, it cannot be returned to play.
6. Umpires may ban any equipment that they deem as unsafe or illegal.
7. **Jewelry** - Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. Note: Players must remove jewelry if judged to be dangerous. If they fail to do so, the player is ejected from the game and will serve a suspension.

Playing Rules

A pre-season tournament will be used along with team rosters and department knowledge to classify teams into divisions for league. Temple Parks and Recreation reserves the right to reclassify any team at its discretion.

1. Home team will be determined by a coin toss during the pre-season tournament. Once the season begins, home team will be listed on the schedule.
2. A complete **Line-up** **MUST** be turned in to the umpire at the pre-game conference. Line-ups for men's league **must include first name, last name and jersey number**. Line-ups for co-fun **must include first name and last name**. If completed line-up is not turned in by the scheduled game time, the game will result in a forfeit. Once line-ups are turned in, no changes in player's batting order will be made. Any new players added to the line-up will be added at the bottom and no extra hitters may be added once the game has begun.
3. An official game will consist of fifty (50) minutes, seven (7) innings, or the "Run Rule", whichever comes first. Game clock starts after pre-game meeting at home plate between umpires and team coaches. Run Rules: Twenty (20) after 3, fifteen (15) after 4, ten (10) after 5 innings, depending on the status of the home team.
4. If time limit expires and the game is tied, one additional inning will be played in an attempt to break the tie. If game is still tied after completion of the one additional inning, it will remain a tie.
5. Upon conclusion of each game the team manager/representative must initial the scorecard to verify the score.
6. All batters will begin there at bat with a 1-1 count, no courtesy foul allowed.
7. The pitching height is 6-10 foot. Anything below or above this height will be called a ball.
8. Strike zone mats will be used for both co-ed and men's divisions. Any legally pitched ball hitting anywhere on the strike zone mat or plate will be called a strike.
9. Catchers must let the ball bounce on either the strike zone mat, plate or ground. If ball is caught prior to landing on the strike zone mat, plate, or ground it will be called a ball.
10. The distance between bases is 70 feet.
11. Home Run Limit: (for Temple league play only) Men's A – 8, B – 6, C – 4, D and below – 2; Co-Ed For Fun - 2. For any in excess, the ball is dead, the batter is out, and no runners may advance.
12. Teams must start and finish a game with at least eight (8) players. If neither team has eight (8) players a double forfeit will occur except in tournament play where a coin toss will determine the winner for advancement purposes. You may add up to ten (10) players once the game has started (umpire must be notified). Up to twelve (12) players may bat for all men's, and co-ed leagues. The eleventh (11th) and twelfth (12th) players must be made known prior to the start of the game. In Co-Ed you may start with nine (9) players with the 10th spot resulting in an out. If you start with eight (8) players, the 9th player may be used as a sub and the 9th and 10th spot will not be outs. Co-Ed teams must have a minimum of four (4) males and four (4) females present to avoid forfeiting the game. You may not start with eleven (11) players (one EP) for Co-Ed.
13. All co-ed teams must alternate the batting line-up according to gender. If a player leaves the game for any reason their substitute must be the same gender.
14. In co-ed only any walk to a male batter will result in a two-base award. The next batter (a female) will bat. **Exception: With two outs the female batter has the option to walk or bat.**
15. A courtesy runner is officially in the game when reported to the plate umpire. A player may be a courtesy runner only once an inning for any player other than the pitcher, any other players can run for the pitcher anytime the pitcher is on base. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy

runner may be used one time per inning in men's other than the pitcher. In coed two courtesy runners are allowed per inning for players other than the pitcher, one male and one female. All courtesy runners including those running for the pitcher must be of the same gender as the player they replace.

16. When a female is batting all outfielders must stay behind the co-ed line until the ball is hit. All infielders must play in the dirt.
17. Defensive positioning does not matter in the "co-ed for fun" league except the catcher and pitcher must be of different gender. Players may play anywhere on the field as long as least four (4) females and four (4) males are present for the game.
18. No stealing is permitted in both the men's and coed leagues.
19. For both men's and co-ed for fun leagues. There will be a pitching screen placed at the pitchers mound. The first time the ball hits the screen it will be a foul ball. The second time the balls hits the screen the batter will be called out and no runners may advance. This rule is an attempt to protect the pitcher from becoming a defenseless target.
20. **Blood Rule:** USA blood rule will apply.
21. Any of the starting players may be withdrawn and re-enter once provided such player occupies the same batting position, wherever he/she is in the line-up.
22. **Game time is forfeit time!** No grace periods! The official time clock will be located inside the concession stand. If the correct number of officials are not present at game time and at least one (1) official is present, the game will be played as scheduled. If neither umpire is present and a replacement is not found the game will be rescheduled towards the end of the season. Every effort will be made to ensure officials are present.
23. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply. A team with a scheduled game against a disqualified team will not be required to appear at the game site to receive a win by forfeit **after being notified by the athletic office.** Players on a team that forfeits out of the league will have the option of playing with a team in a higher division than their original team. No more than three (3) players may move to the same team. Players in A division may not drop to a lower of division of play. When this occurs please contact the athletic office.
24. In the interest of safety, no person under the age of sixteen (16) will be allowed in the playing field at any time during the game. Umpires will not umpire or keep score for forfeits.
25. Parks and Recreation reserves the right to approve/disapprove any team name, logo or language on uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
26. Parks and Recreation reserves the right to add, delete or amend its rules/regulations/policies at any time for the betterment of the program.

Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 pm for men's league and 12 pm for coed for fun on the day the weather is questionable. Please call **298-5300** for information on any day that the weather is questionable.
2. **It is the Team Manager's responsibility to notify his/her players regarding field playability.** In the event that inclement weather conditions force the cancellation of the first games of the night, all succeeding games will also be cancelled. Any games cancelled due to weather will be rescheduled towards the end of the season. In the event of rain, 41/2

innings or half of the game time limit will constitute a complete game provided that the home team is ahead. If the game is suspended and has not reached this point, it will be replayed completely towards the end of the season. If rain forces the cancellation of a game in progress during the pre-season tournament the game will be replayed completely.

3. There may be specific weekends throughout the season scheduled for make-up games, however, double-headers on regular league nights and extensions of the season may also be used to avoid games on weekends. **It is the Team Manager's responsibility to notify his/her players of the league schedule and any revisions.**
4. The athletic department reserves the right to schedule any and all make-up games at their discretion in order to ensure completion of the league in a timely manner.

Tie-Breaker Procedure

1. In case of a tie for trophy positions at the conclusion of the season, the following tie-breaker procedure will be used to determine places:
 - a. Head-to-head result (s) between teams tied.
 - b. If teams split in head-to-head games, point differential in those games will be used.
 - c. If teams are still tied, point differential in all league games for the tied teams will be used.
 - d. After first place team has been determined, revert back to "a" (above) to determine second place from remaining tied teams.
 - e. If a tie exists for first place in a division and all tied teams are in agreeance, a playoff game **may** be scheduled at the discretion of the athletic department.
2. The records on file with the athletic department shall be official over individual team records.
3. T-shirts and a team plaque will be given to the champion of the regular season in each division. Dri-fit shirts and a team plaque will be given to the post season tournament champion in each division.

Conduct/Discipline

1. Alcoholic beverages are not allowed on the field or in the dugout before, during or after a game. Alcoholic beverages are allowed in the complex and the parking lot but may not be consumed during a game. No alcoholic beverages may be consumed by anyone not of legal drinking age. If underage drinking is suspected the appropriate authorities will be called.
2. No glass containers are allowed in the park (this includes the parking lot also).
3. No smoking is allowed inside the complex per city ordinance.
4. No pets are allowed inside the softball complex.
5. Music is not allowed to be played inside or outside of the complex.
6. Any player, coach, manager or spectator ejected will be suspended for a minimum of fourteen days (14) days for the first offense. The second offense will result in suspension for the remainder of that season unless the season is less than 14 days from being completed, in which the suspension will then be served for 14 game days and an additional 14 days. On the third offense the player will be suspended for one (1) year. These policies will be enforced unless the ejection is for verbal or physical abuse of an umpire or athletic official, including the coordinator/employees; if this is the case that player will be suspended for a minimum of one (1) year depending on the offense. Any player who is on probation or who has received a warning letter may serve a one (1) year suspension on their first ejection offense. You have the right to appeal ejections or suspensions, please contact the Recreation Division Director at 254.298.5410 for any questions.

7. Players, coaches, managers and spectators who have been ejected/suspended must leave the complex immediately and may not return until completion of their suspension.
8. Each team manager will be held responsible for the conduct of his/her players and fans/spectators.
9. Suspensions will carry over from season to season. Suspensions count for each sport the player is participating in through the Temple Parks and Recreation Department.
10. Verbal abuse (cursing, name-calling, badgering, threats) or physically touching/attacking an umpire or staff will not be tolerated. Fighting will not be tolerated and is grounds for immediate removal from the game/complex. Unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of softball and its purpose will not be tolerated. The umpires and the athletic coordinator or his/her employees have the authority to remove a player, coach or spectator from the game/complex and/or forfeit a game due to unsportsmanlike conduct. Offenders will be removed from the park and police will be called if deemed necessary. Any abusive behavior is subject to suspension and loss of eligibility in all league play. The City of Temple Parks and Recreation Department reserves the right to ban participants and or spectators from any and all sports competition for both youth and adults. The severity of the incident will determine the length of suspension from play. The City of Temple Parks and Recreation Department is requiring that any official who is physically abused press charges against that player/spectator.

Protests

MUST be filed in the following manner by the **team manager or representative if the team manager is not present:**

1. Player eligibility protests must be filed by the end of the third inning unless protested player enters as a substitute in which the player must be immediately protested.
2. Notify home plate umpire and give details of protest.
3. Protested player has until the end of the game to produce ID to the umpire or athletic official. If no ID is produced or the ID produced does not match the name on the line-up, the game automatically results in a forfeit. If ID is shown and matches name on line-up, game will continue, and protest will be ruled upon by the athletic office the following business day once proper paperwork has been submitted. If ID is shown and does not match name on line-up, game will not continue and will result in automatic forfeit. Team manager must still complete the protest form upstairs, regardless of the situation.
4. After the game is over with, the protesting Team Manager/Representative must fill out a protest form upstairs. It is the manager's responsibility to fill out and do the following: 1) double check the protest form, and make sure that all information is correct, 2) fill out the reason the player(s) was protested section, 3) and sign the bottom with your signature. The athletic coordinator or his/her designated employee will make the decision on the protest. All decisions will be final.
5. Rule interpretation protests must be filed before the next pitch.
6. If a player is found ineligible due to protest the first offense will result in a seven (7) day suspension. The second offense will result in suspension for the remainder of that season. On the third offense the player will be suspended for one (1) year. Suspensions count for each sport the player is participating in through the Parks and Recreation.
7. In cases of protest, the burden of proof rests with the protesting manager.
8. The game in which a player is declared ineligible by protest will result in a forfeit by the team playing that ineligible player.

Cancellation Policy

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1. If a team drops out of the league before the tournament draw has been started, they will receive a full refund.
2. If pre-season tournament bracket has begun to be drawn teams will receive a refund minus a loss of \$50 administrative fee.
3. Once league schedules have been started there will be no refunds given, even if league play has not begun.