

ISSAQUAH PARKS & COMMUNITY SERVICES COED SLOWPITCH SOFTBALL RULES – 2022

The Issaquah Parks & Community Services Coed Slowpitch Softball League will abide by USSSA rules with the exception of the following:

1. AGE LIMIT – Participants must be at least eighteen (18) years of age.
2. Team rosters must be completed with player's name, phone number, date of birth and signature. Rosters must be on file with the Issaquah Parks & Community Services **no later than the second (2nd) doubleheader**. Players may be added to the roster no later than the fourth (4th) doubleheader. Added players must fill out a "Player Addition Form." Player's must be able to provide a driver's license to verify eligibility.
3. Roster checks: will be performed randomly throughout the season. Mandatory roster checks will occur before each playoff game - non-rostered players will not be allowed to participate. Managers attempting to play non-rostered players may face disciplinary action from league.
4. No metal cleats allowed!
5. Game Ball: Official 12" (Men's) and 11" (Women's) USSSA Distance Slo-Pitch Softballs will be provided to each team for games only. Back up softballs must be USSSA approved. Official USSSA sanctioned softballs will not have any COR or compression information printed on the ball. It will be stamped with the official USSSA logo and CLASSIC M (Men's) and CLASSIC W (Women's).
6. Home team is designated as the official scorer. Home team will be determined by a coin toss or a team starting with seven (7) players will automatically be the visiting team. Note: Home team the first game will be the Visiting team the second game. The Visiting team shall be responsible for verifying the score after each half inning.

Winning team must call or email score into League Director - 425-837-3324 – jaredb@issaquahwa.gov within 48 hours or losses will be recorded for both teams.

7. Home team is responsible for providing new games balls. Women will use an 11" ball; men will use a 12" ball. Visiting team must provide good 11" and 12" back up.
8. A full starting team shall consist of ten (10) players – **five (5) men / five (5) women**. A team may start and finish a game with a minimum of eight (8) players – **four (4) men / four (4) women - no exceptions**. Teams may play with nine (9) players by using one (1) player of the majority gender in the catcher position.
9. A team may start a game with seven (7) players as the visiting team (batting first), but must be able to field eight (8) players when their team is to take the field. If a team begins with fewer than ten (10) players, any additional player(s) must be added to the bottom of the batting order. There will be **NO** "automatic out" for teams with fewer than ten (10) players present.
10. Emergency Replacement Clause: In the event a team loses a player by legitimate reasons such as permanent injury or work transfer, a team may petition the League Director for a replacement. This ruling applies only if the team is unable to field a ten (10) person team for play. Added players must not be on a registered team. The decision for replacement will be solely on the judgment of the League Director.
11. There is no restriction on positioning of male and female players.
12. Men and women must alternate in the batting order, even if a team is shorthanded. Only rostered players are allowed in the dugout. No children or spectators should enter the dugout or field during the game.
13. Teams must use a USSSA marked 1.20 BPF bats and the USSSA stamp must be clearly readable. Bats should be free from worn/abused/damaged or foreign substances and not altered in any way, shape or form.
14. A team may bat all members of their team. This must be stated prior to the start of the game to the opposing coach and umpire. The batting order must remain the same the entire game. If a player is playing the field, he or she must also be included in the batting order.
15. If a team chooses to bat through their entire roster, they may substitute freely with no re-entry restrictions.

16. If a team is only batting ten (10) players, any player that starts a game and is taken out may be re-entered into the game once but must retain their original spot in the batting order.
17. Managers may substitute players without limit throughout the game. A player who is substituted for must stay out of the game at least one full inning.
18. Courtesy Runners are permitted. Runner must be the last player out and the same gender.
19. Only rostered players are allowed in the dugout. No children or spectators should enter the dugout or field during the game.
20. Time Limit – NO league game shall last more than one (1) hour and fifteen (15) minutes. No new inning shall begin after one (1) hour and five (5) minutes from the scheduled start of the game. Any inning started will be played to completion. All league games shall be complete when played under this time limit regardless of the number of innings played.
21. Extra innings will not be permitted for games ending in a tie if the time limit has passed. If the one (1) hour and five (5) minute time limit to start a new inning has not been exceeded, and the game is tied after 7 innings, the USSSA “International Tie Breaker Rule” will be used to determine the winner. The game will end in a tie if the score is even after the first inning of the tie breaker if the time limit is exceeded. *Tie Breaker Rule:* The player that makes the last out of the previous inning will be placed on second base for the start of the inning. The game will then proceed under the normal rules governing the league. If the last out of the previous inning is unable to take a position on second base, he/she will be done for the remainder of the game and the next to last out will be placed on second base. If a team has a member on its roster that has not played in the game in progress, a substitution may be made. Each team will be allowed three outs each time at bat.
22. Issaquah Parks & Community Services Slowpitch Softball Leagues will use USSSA Umpires. All games umpired by a USSSA umpire will be considered an official contest. If no umpire is present and teams elect to play, the results are not official.
23. All teams will abide by a 3/2 count. Batter walks on 3 balls and is out on 2 strikes.
24. 2nd Strike Ruling: Batter is out if they hit a second foul ball after 1st strike, then the ball is dead.
25. Walks – If a male or female takes three (3) balls in a row without any strikes thrown, he or she is awarded 2nd base. The following batter (regardless of gender) must bat. If a strike is thrown and a batter still walks, it will be treated as a regular walk and the batter takes 1st base and the following batter (regardless of gender) must bat.
26. If teams are separated by fifteen (15) runs or more and have played five (innings) or more, the game will be officially over.
27. Any ball hit over the fence is a home run. Balls that bounce over the fence will be a ground rule double. Home run limit for Coed is **TWO (2) HOME RUNS** per team each game.
28. Tibbett’s Valley Park Field #4 Rule Addendum:

Any ball hit directly over the center field fence or to the right of the center field fence ft. marker, that clears the bushes; trees; and or fence in the air will be considered a homerun per the discretion of the umpire. Any hit ball to the right of the ft. marker in center field that bounces or rolls into the bushes/ trees, or that rolls into or past the walk way will be considered a “ground ruled double” - per the discretion of the umpire. Please note that any ball hit to left field in the field of play will be considered a “live ball” and will not count toward a team’s homerun limit if the batter/runner reaches home base.
29. Playoff Seeding / Determination - Criteria regarding ties in league play and playoff seeding will be determined by the size of league. Tie breaker criteria will be communicated to each league by league director.
30. Forfeits:
 - a. All games will have a ten (10) minute grace period. If a team cannot provide enough players to begin a game after the ten (10) minute grace period the game will be officially forfeited. After an additional fifteen (15) minutes, the second game will be officially forfeited.
 - b. In the event that both teams have only seven (7) players, the game will be considered a double forfeit.

- c. Forfeits will be recorded as 15-0 with the league.
- d. A fee of \$35 will be charged for each forfeited game.

31. Protests:

- a. Protests of a game must be declared by the team manager to the umpire and opposing manager immediately after the protest incident. The umpire must have stopped play and circled the incident in question in the scorebook and signed it. In the event that an umpire refuses to sign the book, the other coach should sign to verify the protest. A protest cannot be made on a judgment situation.
- b. Teams may not protest a judgment call.
- c. Protests must be made in writing and delivered to the League Director by 5:00 PM the day following the game. Protests must be accompanied by a \$25 protest fee, which will be refunded if the protest is allowed, otherwise it will be deposited into the league treasury.
- d. The League Protest Chairperson will be in charge of conducting protest meetings.
- e. If the protest is over a league rule, no protest fee is needed.

32. Unsportsmanlike Conduct shall include, but is not solely limited to:

- a. Use of Profanity
- b. Intentional misuses of equipment
- c. Anything observed by any coach in which they see as being poor conduct.

If such an occurrence happens, it shall fall under protest, which shall be submitted to the Protest Committee. If the Protest Committee determines that a problem exists, the following guidelines shall apply:

- a. **First Occurrence** – written warning to coach and player.
- b. **Second Occurrence** – person involved will be suspended for two (2) games.
- c. **Third Occurrence** – person involved will be suspended for remainder of season.

33. Ejection from Game – if a player is ejected from a game for unsportsmanlike conduct, he/she will receive a two (2) game suspension. This will occur when the League Director receives a written Player Ejection Report from the Umpire's Association. Upon receiving this notification, the League Director will immediately notify the team manager of the suspension. Second ejection in a season will be a four (4) game suspension. The League Director will set penalty for any continual problem.

34. Any player, coach, sponsor or team manager provoking a fight or physically assaults an umpire will be banned from playing or participating in Issaquah Parks & Recreation Slowpitch Softball Leagues or tournaments for a period of two (2) years, effective from the Parks & Recreation's date of ruling.

35. Issaquah School District and Issaquah Parks & Recreation Department rules shall be enforced:

DRINKING OF ALCOHOLIC BEVERAGES SHALL NOT BE TOLERATED ON OR AROUND THE PLAYING FIELD OR PARKING LOTS. ANY PLAYER OR TEAM CAUGHT DRINKING ON OR AROUND THE FIELD SHALL BE SUBJECT TO SUSPENSION FOR ONE (1) GAME.

SMOKING WILL NOT BE TOLERATED ON THE PLAYING FIELD OR IN THE DUGOUTS.

The League Director may impose suspensions as deemed necessary to solve the problem.

36. Division Mobility – Division winners and bottom teams of each division have the possibility of moving to a higher caliber division, staying in the existing division, or moving to a lower caliber division, depending on the team's circumstances. Judgment of a team's classification will be made solely by the League Director.

- a. A team must have 51% of their last year's roster to be considered as an established team.
- b. New teams may petition the League Director to get into the Issaquah League. This will be accomplished by the team calling the League Director and explaining their intent. The League Director will prioritize new teams on a first come, first served basis.
- c. Final decision in all league entries will be made within five (5) days after the official fee due date.

37. Equalizer Rule: All upper division teams will "spot" lower division teams 5 runs. The lower division team must score one run to earn the spotted runs (i.e. Lower division team scores its first run, the score will actually show as 6 runs).

NOTE: The team manager is responsible for educating the umpire at the start of each game of the Issaquah Parks & Community Services Coed Slowpitch Softball Rules. Issaquah Parks & Community Services Rules supersede USSSA rules, but umpires need notification of the rules. Rules agreed to before each game with both coaches and umpire will be upheld during the game. Please keep a copy of the league rules with your team during all games.

QUICK CHECK for COACHES & UMPIRES

- Issaquah Parks & Recreation Coed Slowpitch Softball League Specific Rules
- Walk Rule
- 15 Run Rule
- Equalizer Rule
- Courtesy Runner Ruling
- Batting Order
- Home Run Ruling
- Forfeit Criteria
- Unsportsmanlike Conduct
- Number of Foul Balls Allowed

League Director – Jared Behl – 425-837-3324 or Jaredb@issaquahwa.gov

Rain-out Line – 425-837-3326 - Rain-out line will be updated at 3:30PM each day.



CITY OF
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SERVICES