



OLIVE BRANCH PARKS & RECREATION COED SOFTBALL RULES

1. THE GAMES WILL BE 7 INNINGS OR ONE HOUR TIME LIMIT, WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN WITH FIVE MINUTES OR LESS REMAINING ON THE GAME CLOCK. OFFICIAL TIME WILL BE KEPT BY THE UMPIRES.
2. GAME TIME IS FORFEIT TIME EXCEPT FOR THE FIRST GAME, WHICH WILL HAVE A **5 MINUTE** GRACE PERIOD FOR THE MINIMUM NUMBER OF REQUIRED PLAYERS TO BE INSIDE THE PLAYING FIELD. GRACE TIME WILL BE TAKEN OUT OF THE TIME LIMIT. ALL PLAYERS MUST BE INSIDE THE PLAYING FIELD TO AVOID A FORFEIT. PLAYERS IN THE PARKING LOT, AROUND THE CONCESSION STAND, RESTROOM, ETC. WILL NOT BE CONSIDERED INSIDE THE PLAYING FIELD.
3. A MINIMUM OF 9 PLAYERS IS REQUIRED TO PLAY. A ONE OUT PENALTY WILL BE ASSESSED UNTIL THE 10TH PLAYER ARRIVES, THEY WILL HAVE TO BE PLACED AT THE END OF THE LINE-UP AND MUST BE OF THE APPROPRIATE GENDER
4. ALL TEAMS MUST HAVE MATCHING SHIRTS OF THE SAME COLOR WITH NUMBERS PRINTED ON THE BACK. THIS WILL BE ENFORCED THE SECOND WEEK OF GAMES.
5. PLAYERS MAY ONLY PLAY FOR ONE COED TEAM. NO PLAYER CAN BE LISTED ON MULTIPLE ROSTERS.
6. PLAYERS MUST BE 17 YEARS OLD TO PLAY.
7. YOU ARE ALLOWED TO DROP/ADD PLAYERS ON YOUR ROSTER UP TO YOUR 5TH GAME. AFTER THE 5TH GAME THE ROSTERS WILL BE FROZEN.

8. A ROSTER BOOK WILL BE KEPT AT THE FIELDS EACH NIGHT. YOU CAN MAKE A CHANGE TO YOUR ROSTER BEFORE YOUR TEAM'S 5TH GAME BY FINDING A PARK SUPERVISOR AT THE FIELDS OR LETTING THE UMPIRE KNOW BEFORE A GAME THAT YOU HAVE A ROSTER CHANGE, AND THE UMPIRE WILL INFORM THE PARK SUPERVISOR. YOU CAN ALSO DO THIS IN PERSON AT THE PARK OFFICE, BY TELEPHONE, OR EMAIL. THE REQUIRED INFORMATION IS NECESSARY TO ADD ANY ADDITIONAL PLAYERS (PLAYER NAME, ADDRESS, TELEPHONE NUMBER, AND DATE OF BIRTH).
9. ROSTER PROTESTS MAY ONLY BE MADE IF AN INELIGIBLE PLAYER PARTICIPATES BY TAKING A POSITION ON DEFENSE AFTER LINEUPS HAVE BEEN TURNED IN, OR STEPS INTO THE BATTERS BOX WHILE THEIR TEAM IS ON OFFENSE. TEAMS ARE ENCOURAGED TO COMMUNICATE ANY ELIGIBILITY CONCERNS TO THE UMPIRE PRIOR TO THE GAME STARTING.
10. ANY PROTEST MUST BE MADE TO THE UMPIRE DURING THE GAME, OR BEFORE THE LAST OUT OF THE GAME. THE UMPIRE SHOULD THEN CALL THE PARK SUPERVISOR TO THE FIELD, OR BRING THE ROSTER BOOK TO THE FIELD IF A SUPERVISOR IS UNAVAILABLE. THE PLAYER IN QUESTION MUST PRESENT A PHOTO ID, OR PROVE IDENTITY THAT MATCHES THE ROSTER BOOK INFORMATION FOR THE PLAYER LISTED ON THE LINEUP. **IF THE PLAYER IN QUESTION IS FOUND TO BE AN INELIGIBLE PLAYER THEN THAT TEAM WILL FORFEIT THE CURRENT GAME.** PROTEST TIME WILL COUNT TOWARDS THE GAME TIME. IF A TEAM FORFEITS MORE THAN 3 GAMES IN A SEASON DUE TO ROSTER VIOLATIONS THEN THAT TEAM WILL NOT BE ELIGIBLE TO PLAY IN THE FOLLOWING SEASON.
11. TWO WOMEN PLAY IN THE INFIELD AND TWO WOMEN PLAY IN THE OUTFIELD. THE PITCHER AND CATCHER HAS TO BE A MAN AND A WOMAN.
12. BATTING LINE-UP MUST ALTERNATE MAN/WOMAN OR VICE VERSA.
13. LINE-UPS SHOULD HAVE THE PLAYER'S LAST NAME AND JERSEY NUMBER. GIVE A COPY TO THE UMPIRE AND OPPOSING TEAM AT THE START OF THE GAME.
14. EH IS ALLOWED IN THIS LEAGUE. IF YOU CHOOSE TO USE AN EH YOU WILL HAVE TO BAT A WOMAN EH AND A MAN EH. THEREFORE YOU WILL BE BATTING 12 PLAYERS.

15. A COURTESY RUNNER MAY BE USED ONCE PER INNING PER GENDER. COURTESY RUNNERS MUST BE OF THE SAME GENDER. IF A COURTESY RUNNER'S TURN AT BAT COMES WHILE ON BASE THEN THE PLAYER WHO THE COURTESY RUNNER IS RUNNING FOR WILL BE CALLED OUT. THE COURTESY RUNNER WILL BE REMOVED FROM THE BASE AND TAKE THEIR TURN AT BAT. A SECOND COURTESY RUNNER IS NOT PERMITTED.
16. OLIVE BRANCH PARKS AND RECREATION WILL PROVIDE THE GAME BALLS. WOMEN WILL HIT AN 11 INCH BALL. MEN WILL HIT A 12 INCH BALL. Women 44/375 Men 52/300
17. ALL BATS MUST BE ASA/USA SOFTBALL OR USSSA BPF 1.20 SLOWPITCH CERTIFIED WITH AN APPROVED STAMP.
18. EVERYONE STARTS WITH A 1 AND 1 COUNT
19. BATTERS WILL GET ONE COURTESY FOUL BEYOND TWO STRIKES. NEXT FOULED PITCH IS AN OUT.
20. IF A MALE BATTER IS WALKED HE GOES DIRECTLY TO 2ND BASE AND THEN THE FEMALE BATTER HITS. IF A MALE BATTER IS WALKED WITH TWO OUTS HE GOES DIRECTLY TO 2ND BASE AND THE FEMALE BATTER HAS THE OPTION TO HIT OR GO TO FIRST.
21. HOMERUN LIMIT IS 4 PER GAME. ANY HOMERUN AFTER THAT WILL RESULT IN THE END OF THAT HALF INNING.
22. PITCH SCREEN RULE: A PITCHING SCREEN WILL BE USED FOR BOTH TEAMS. SCREEN MAY NOT BE MOVED ONCE THE FIRST PITCH OF THE INNING IS THROWN (EXCEPTION, NEW PITCHER ENTERS THE GAME, THE SCREEN IS HIT BY A BATTED BALL AND NEEDS TO BE READJUSTED, OR THE SCREEN IS MOVED INADVERTENTLY BY A DEFENSIVE PLAYER DURING A PLAY AND NEEDS TO BE READJUSTED. PITCHING SCREEN PLACEMENT MAY BE NO MORE THAN THREE (3) FEET FROM THE PITCHER'S PLATE AND MUST COVER AT LEAST HALF THE PITCHER'S PLATE "LEFT TO RIGHT" OR "RIGHT TO LEFT"
23. PITCHER MUST TOE THE PITCHING PLATE WHEN DELIVERING THE PITCH.
24. THE PITCHER MAY FIELD A BATTED BALL. EITHER POP FLY, GROUND BALL, OR A LINE DRIVE. IF THE PITCHER TOUCHES THE BATTED BALL BEFORE IT HITS THE PITCHING SCREEN IT SHALL BE DECLARED A LIVE BALL.

25. ANY BATTED BALL HITTING THE SCREEN WILL BE A DEAD BALL FOUL. BATTED BALLS THAT HIT THE PITCH SCREEN WILL COUNT AS A FOUL BALL, AND BATTERS CAN FOUL OUT BY HITTING THE PITCH SCREEN AFTER HAVING USED THEIR COURTESY FOUL.
26. STRIKE ZONE: A "STRIKE MAT" MEASURING 17" WIDE BY 26" LONG AND FITS "FLUSH" TO HOME PLATE. A LEGALLY PITCHED BALL HITTING ANY PART OF THE MAT WILL BE A STRIKE.
27. NO STEALING
28. THERE WILL BE A 200' LINE PAINTED IN THE OUTFIELD. WHEN A FEMALE BATTER IS AT THE PLATE THE DEFENSE MUST BE POSITIONED ON OR BEHIND THE 200' OUTFIELD LINE UNTIL THE BALL IS PUT IN PLAY. IF IT IS DETERMINED BY THE UMPIRE THAT THE FIELDER WAS IN FRONT OF THE 200' OUTFIELD LINE BEFORE THE BALL WAS PUT INTO PLAY. THEN THE OFFENSE GETS CHOICE OF RESULT OF PLAY, OR DEAD BALL/NO PITCH.
29. THE HOME TEAM WILL BE THE OFFICAL SCOREKEEPER
30. REGULAR SEASON GAMES CAN END IN A TIE AFTER SEVEN INNINGS OR AFTER THE TIME LIMIT HAS EXPIRED. TOURNAMENT GAMES WILL BE PLAYED UNTIL THERE IS A WINNER.
31. RUN RULE IS 21 AFTER 3 OR 10 AFTER 5
32. NO METAL SPIKES ALLOWED
33. NO MUSIC WILL BE ALLOWED TO BE PLAYED FROM A SPEAKER OR BOOM-BOX IN THE PARK. IF A TEAM IS PLAYING MUSIC THEY WILL BE ASKED TO TURN IT OFF. IF MUSIC CONTINUES THEN AN UNSPORTSMANLIKE OUT WILL BE GIVEN FOR THE FIRST OFFENSE, THE SECOND OFFENSE WILL RESULT IN A FORFEIT OF THEIR CURRENT OR NEXT SCHEDULED GAME.
34. PLAYERS AND EQUIPMENT HAVE TO STAY INSIDE OF THE DUGOUT. THE DEFENSIVE PLAYERS, BATTER AND ON DECK BATTER, FIRST AND THIRD BASE COACH ARE THE ONLY PEOPLE ALLOWED OUTSIDE OF THE DUGOUT DURING THE INNING. FIRST OFFENSE IS A WARNING, AND ANY OFFENSE AFTER THEIR TEAM'S WARNING WILL RESULT IN AN UNSPORTSMANLIKE OUT.
35. NO ALCHOLIC BEVERAGES ARE ALLOWED IN THE PARK.

36. PROFANITY IS STRICTLY PROHIBITED, SHOULD A UMPIRE HEAR A PLAYER USING PROFANITY THAT PLAYER WILL BE EJECTED.
37. COACHES ARE RESPONSIBLE FOR THE CONDUCT OF ALL COACHES, PLAYERS, AND FANS.
38. NO HARRASMENT OF THE UMPIRES IS ALLOWED. NO PROTEST WILL BE HEARD INVOLVING THE UMPIRE'S JUDGMENT.
39. ANY PLAYER OR COACH EJECTED FROM A GAME WILL HAVE TO SIT OUT THE NEXT GAME THEIR TEAM PLAYS.
40. IF AT ANY POINT DURING THE GAME THE UMPIRE FEELS AS IF A TEAM IS MAKING A MOCKERY OF THE GAME (IE. INTENTIONALLY DROPING BALLS, SWING AND MISS INTENTIONALLY, ETC....) THEN A WARNING WILL BE GIVEN TO THAT TEAM. THE SECOND OFFENSE WILL RESULT IN AN UNSPORTSMANLIKE OUT, AND THE THIRD OFFENSE WILL RESULT IN A FORFEIT.

Plate meetings and lineups

Both coaches must provide a lineup at the plate meeting. The game will not start until both lineup sheets have been turned in to the umpire, and this will count against game time. A copy of the lineup also needs to be given to the opposing team.

It is not necessary to list substitutes on the lineup sheet. However, if a player comes into the game then the umpire will require a name and jersey number for that player. Substitutes must be communicated to both team's scorekeeper.

There can not be duplicate numbers listed in the lineup, and any substitute entering the game can not have a number already listed in the lineup. Tape will be acceptable in order to change a number

If a team starts a game with 9 players then an automatic out will be assessed for the 10th spot in the batting order when it comes up. If the 10th player arrives after the game has started they will have to be placed at the bottom of the lineup. If a team starts a game with 10 players then they will have to finish the game with 10. If a player is injured or has to leave the game for any reason and a substitute is not available then an out will be given for that player's spot in the lineup. Games can continue as long as there are 9 players.

Any bats that are going to be used during the game need to be available for inspection by the umpires.

Coed Softball Substitutions:

Teams are allowed to use an EH (extra hitter) in this league. If you choose to use an EH you will have to bat a woman and a man EH. Therefore, you will be batting 12 players and any 10 of the players listed in the batting lineup can play on defense but would still need to follow the defensive coed rules.

This league is also played with a re-entry substitution rule defined as followed

Re-entry substitution:

A) Any starting player may be removed from the game by being replaced legally with a substitute and then returned to the lineup one time: however, they must be inserted in the same position in the batting order that they possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense.

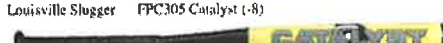
B) Once the substitute has been removed from the game they cannot return. They can make only one appearance in the game.

APPROVED SLOWPITCH SOFTBALL BAT CERTIFICATION STAMPS



USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Base	Quake	Combut	VIRSP3 Lady Virus	Easton	SCN1
					
Easton	SCN11BH	Easton	SCN1B	Easton	SCN2B
					
Easton	SCN3	Easton	SCN4B	Easton	SCN5
					
Easton	SCN5B	Easton	SCN6B	Easton	SCN7
					
Easton	SCN7B	Easton	SCN8	Easton	SCN8B
					
Easton	SCN9	Easton	SCX14	Easton	SCX14B
					
Easton	SCX2 Synergy	Easton	SCX22 Synergy 2	Easton	SCX24B
					
Easton	SCX3	Louisville Slugger	FP136	Louisville Slugger	FP136B
					
Louisville Slugger	FP1369	Louisville Slugger	FPC305 Catalyst (-8)	Louisville Slugger	SB304
					
Louisville Slugger	SB34 Genesis	Louisville Slugger	SB404	Louisville Slugger	SB73V TPS Voltage
					
Miken	MSF Freak	Miken	MSU Ultra	Miken	MSU2 Ultra II
					
Miken	MSUM Ultra Maxload	Nokona	Tomahawk	Schutt	Red/Silver Schutt Bat
					
Worth	EST9	Worth	QESTFP	Worth	SBWK(Wicked)
					
Worth	SBWKA	Worth	WWSC Wicked Comp. (SP Only)	Worth	WWSCA
					

USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Worth	XEST9X	Worth	XGold	Worth	XPST4
					
Worth	XRed	Worth	XWICKX Wicked (SP Only)		
					