



OLIVE BRANCH PARK & RECREATION CHURCH LEAGUE SOFTBALL RULES

1. THE GAMES WILL BE 7 INNINGS OR ONE HOUR TIME LIMIT WHICHEVER COMES FIRST, WITH NO NEW INNING BEGINNING WITH FIVE MINUTES OR LESS. OFFICIAL TIME WILL BE KEPT BY THE UMPIRES.
2. GAME TIME IS FORFIET 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.
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 CHURCH TEAM INSIDE THE SAME DIVISION. NO PLAYER CAN BE LISTED ON MULTIPLE ROSTERS IN THE SAME DIVISION.

6. PLAYERS MUST BE 17 YEARS OLD TO PLAY.
7. YOU ARE ALLOWED TO DROP/ADD PLAYERS ON YOUR ROSTER UP TO YOUR 6TH GAME. AFTER THE 6TH 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 6TH 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 PROOVE 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. BOTH COACHES MUST PROVIDE A COMPLETED LINEUP AT THE PLATE MEETING. LINEUPS MUST HAVE PLAYER'S NAME AND JERSEY NUMBER. GAMES WILL NOT START UNTIL LINEUPS ARE TURNED IN TO THE UMPIRE. THIS WILL COUNT TOWARDS THE GAME TIME.
12. ONE COURTESY RUNNER PER INNING MAY BE USED. THE COURTESY RUNNER CAN BE ANY PLAYER IN THE LINEUP. 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.
13. IF A SECOND COURTESY RUNNER OF THE INNING, OR ONE NOT FROM THE LINEUP ENTERS THE GAME, AND THE DEFENSIVE TEAM COMPLETES A PROPER APPEAL BEFORE THE NEXT PITCH, THE RUNNER WILL BE DECLARED OUT.
14. OLIVE BRANCH PARKS AND RECREATION WILL PROVIDE THE GAME BALLS. MSP .52 COR 300 COMPRESSION FOR MEN AND .44 COR 375 COMPRESSION FOR WOMEN.
15. ALL BATS MUST BE ASA/USA SOFTBALL OR USSSA BPF 1.20 SLOWPITCH CERTIFIED
16. EVERYONE STARTS WITH A 1 AND 1 COUNT
17. BATTERS WILL GET ONE COURTESY FOUL BEYOND TWO STRIKES. NEXT FOULED PITCH IS AN OUT.
18. HOMERUN LIMIT IS 4 PER GAME. ANY HOMERUN AFTER THAT WILL RESULT IN THE END OF THAT HALF INNING.
19. NO STEALING
20. THE HOME TEAM WILL BE THE OFFICAL SCOREKEEPER

21. THE TEAM LISTED FIRST ON THE SCHEDULE WILL BE THE HOME TEAM.
22. IF A GAME IS TIED AT THE END OF SEVEN INNINGS OR TIME LIMIT, THE INTERNATIONAL TIE-BREAKER RULE APPLIES. THE PLAYER PRECEDING THE PLAYER IN THE LINEUP WHO IS SCHEDULED TO BAT FIRST IN THE INNING WILL START THE INNING ON SECOND BASE.
23. ALL GAMES WILL BE PLAYED UNTIL THERE IS A WINNER. THERE WILL BE NO TIES.
24. RUN RULE IS 10 AFTER 5 OR 21 AFTER 3
25. NO METAL SPIKES ALLOWED
26. 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.
27. 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.
28. NO ALCHOLIC BEVERAGES ARE ALLOWED IN THE PARK.
29. PROFANITY IS STRICTLY PROHIBITED, SHOULD A UMPIRE HEAR A PLAYER USING PROFANITY THAT PLAYER WILL BE EJECTED.
30. COACHES ARE RESPONSIBLE FOR THE CONDUCT OF ALL COACHES, PLAYERS, AND FANS.

31. NO HARRASMENT OF THE UMPIRES IS ALLOWED. NO PROTEST WILL BE HEARD INVOLVING THE UMPIRE'S JUDGMENT.
32. ANY PLAYER OR COACH EJECTED FROM A GAME WILL HAVE TO SIT OUT THE NEXT GAME THEIR TEAM PLAYS.
33. IF AT ANY POINT DURING THE GAME THE UMPIRE FEELS AS IF A TEAM IS MAKING A MOCKERY OF THE GAME (IE. INTENTIONALLY DROPPING 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.

APPROVED SLOWPITCH SOFTBALL BAT CERTIFICATION STAMPS



USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Base	Quake	Combat	VIRSP3 Lady Virus	Easton	SCN1
					
Easton	SCN118H	Easton	SCN1B	Easton	SCN2B
					
Easton	SCN3 New	Easton	SCN4B New	Easton	SCN5 New
					
Easton	SCN3B New	Easton	SCN6B New	Easton	SCN7 New
					
Easton	SCN7B New	Easton	SCN8 New	Easton	SCN8B New
					
Easton	SCN9 New	Easton	SCX14 New	Easton	SCX14B New
					
Easton	SCX2 Synergy New	Easton	SCX22 Synergy 2 New	Easton	SCX24B New
					
Easton	SCX3	Louisville Slugger	FP136	Louisville Slugger	FP1368 New
					
Louisville Slugger	FP1369 New	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	QUESTFP	Worth	SBWK(Wicked)
					
Worth	SBWKA	Worth	WWSC Wicked Comp. (SP Only)	Worth	WWSCA
					

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