



## **OLIVE BRANCH PARK & RECREATION WOMEN'S 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 10<sup>TH</sup> 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 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 6<sup>TH</sup> GAME. AFTER THE 6<sup>TH</sup> 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 6<sup>TH</sup> 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. 11" .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. 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"
20. PITCHER MUST TOE THE PITCHING PLATE WHEN DELIVERING THE PITCH.
21. THE PITCHER CAN'T TOUCH THE BATTED BALL UNTIL ANOTHER DEFENSIVE PLAYER TOUCHES THE BALL FIRST. ONCE ANOTHER DEFENSIVE PLAYER TOUCHES THE BATTED BALL THE PITCHER MAY ENGAGE ON DEFENSE. IF THE PITCHER INTERFERES WITH THE BATTED BALL, DEAD BALL WILL BE CALLED, THE BATTER WILL BE AWARDED FIRST BASE AND RUNNERS WILL ADVANCE TO THE NEXT BASE.
22. 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.
23. STRIKE ZONE: A "STRIKE MAT" MEASURING 23.5" WIDE BY 33" LONG AND FITS "FLUSH" TO HOME PLATE. A LEGALLY PITCHED BALL HITTING ANY PART OF THE MAT WILL BE A STRIKE.
24. NO STEALING
25. THE HOME TEAM WILL BE THE OFFICAL SCOREKEEPER

26. THE TEAM LISTED FIRST ON THE SCHEDULE WILL BE THE HOME TEAM.
27. 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.
28. ALL GAMES WILL BE PLAYED UNTIL THERE IS A WINNER. THERE WILL BE NO TIES.
29. RUN RULE IS 10 AFTER 5 OR 21 AFTER 3
30. NO METAL SPIKES ALLOWED
31. 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.
32. 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.
33. NO ALCHOLIC BEVERAGES ARE ALLOWED IN THE PARK.
34. PROFANITY IS STRICTLY PROHIBITED, SHOULD A UMPIRE HEAR A PLAYER USING PROFANITY THAT PLAYER WILL BE EJECTED.
35. COACHES ARE RESPONSIBLE FOR THE CONDUCT OF ALL COACHES, PLAYERS, AND FANS.

36. NO HARRASMENT OF THE UMPIRES IS ALLOWED. NO PROTEST WILL BE HEARD INVOLVING THE UMPIRE'S JUDGMENT.
37. ANY PLAYER OR COACH EJECTED FROM A GAME WILL HAVE TO SIT OUT THE NEXT GAME THEIR TEAM PLAYS.
38. IF AT ANY POINT DURING THE GAME THE UMPIRE FEELS AS IF A TEAM IS MAKING A MOCKERY OF THE GAME (IE. INTENTIONALLY DROPIING 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 10<sup>th</sup> spot in the batting order when it comes up. If the 10<sup>th</sup> 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.

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"

Pitcher must toe the pitching plate when delivering the pitch.

The pitcher can't touch the batted ball until another defensive player touches the ball first. Once another defensive player touches the batted ball the pitcher may engage on defense. If the pitcher interferes with the batted ball, dead ball will be called, the batter will be awarded first base and runners will advance to the next base.

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.

Strike Zone: A "strike mat" measuring 23.5 " wide by 33" long and fits "flush to home plate. A legally pitched ball hitting any part of the mat will be a strike.


































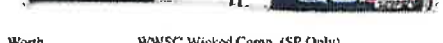






# APPROVED SLOWPITCH SOFTBALL BAT CERTIFICATION STAMPS



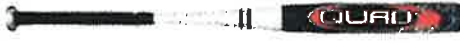



## USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Bass 	Combat VIRSP3 Lady Virus 	Easton SCN1 IMAGE COMMING SOON 
Easton SCN118H SYNERGY 	Easton SCN1B SYNERGY 	Easton SCN2B SYNERGY 
Easton SCN3 SYNERGY New 	Easton SCN4B SYNERGY New 	Easton SCN5 IMAGE COMMING SOON New 
Easton SCN5B SYNERGY New 	Easton SCN6B SYNERGY New 	Easton SCN7 EASTON New 
Easton SCN7B SYNERGY New 	Easton SCN8 SYNERGY New 	Easton SCN8B SYNERGY New 
Easton SCN9 SYNERGY New 	Easton SCX14 SYNERGY New 	Easton SCX14B SYNERGY New 
Easton SCX2 Synergy SYNERGY New 	Easton SCX22 Synergy 2 SYNERGY New 	Easton SCX24B SYNERGY New 
Easton SCX3 SYNERGY New 	Louisville Slugger FP136 FP136 	Louisville Slugger FP136B FP136B 
Louisville Slugger FP1369 FP1369 	Louisville Slugger FP305 Catalyst (-8) CATALYST 	Louisville Slugger SB304 SB304 
Louisville Slugger SB34 Genesis GENESIS 	Louisville Slugger SB404 SB404 	Louisville Slugger SB73V TPS Voltage SB73V 
Miken MSF Freak FREAK 	Miken MSU Ultra ULTRA 	Miken MSU2 Ultra II ULTRA II 
Miken MSUM Ultra Maxload ULTRA 	Nokona Tomahawk NOKONA 	Schutt Red/Silver Schutt Bat 
Worth EST9 QUAD 	Worth QESTFP QUAD 	Worth SBWK(Wicked) WICKED 
Worth SBWKA WICKED 	Worth WWSC Wicked Comp. (SP Only) WICKED 	Worth WWSCA WICKED 

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Worth XEST9X QUAD 	Worth XGokl QUAD 	Worth XPST4 QUAD 
Worth XRed EST 	Worth XWICKX Wicked (SP Only) WICKED 