



GSSA

USA Softball Sacramento

Davis Playfields Park

RULES INFORMATION

**For updated softball scores, schedules,
standings and rainout information**

please visit:

www.usasoftballsacramento.org

GSSA Youth & Adult Leagues

**GREATER SACRAMENTO
SOFTBALL ASSOCIATION**

6380 TUPELO DRIVE, SUITE 3 – CITRUS HEIGHTS, CA 95621

revised 03/8/2024



Softball League Policy, Procedures and Playing Rules

ADULT SOFTBALL MANAGER'S INFORMATION

1. All games shall be governed by the current USA softball rules and the specific league rules and regulations of the GSSA softball leagues. Managers are required to be aware of all rules and regulations pertaining to this league. GSSA league rules will supersede the current USA softball rules.
2. Park Hours: Softball field lights must be off by 11pm. Players are encouraged to leave the park after the last game of the evening is completed.
3. GSSA has a no-alcohol/tobacco policy while participating. Any player caught consuming alcohol or using tobacco products during a game can be ejected with or without warning. Players are responsible for knowing the Alcohol and Tobacco Ordinances of the City of Davis Playfields Athletic facilities
4. During **inclement weather** conditions, managers can visit the league website after **3:00 P.M.** for any possible postponement information. Any game postponed will be rescheduled for later in the season.
5. All players on a team must personally sign a Team Roster/Waiver prior to playing their first game. **A player may only play for one team per night but may play multiple nights (must sign roster for each team played on).**
6. **Time & Inning Limits** for league games are:
 - Men's**– No new inning after **55** minutes, or 7 innings (except for ties).
 - Co-Ed** – No new inning after **55** minutes, or 7 innings (except for ties).
 - 10 Run Rule**-If one team is ahead by 10 runs or more after **55** minutes has expired, the game will be over regardless of which team is at bat (drop dead time; inning will not be completed)The scorekeeper will be in charge of the game clock. The game clock will start with the first pitch of the game or when the umpire signals that game time will begin. A game cannot begin prior to the scheduled start time unless both team managers agree.
7. **Tie games:** If game time has expired or after the 7th inning the game is a tie score, there will be **ONE extra inning** to break the tie. The tie-breaker rule will be utilized with a runner placed on 2nd base to start the inning. The runner starting at second base shall be the last batter from the previous inning. Each team will start with 1 out to start the inning. If the extra inning results in a tie score, then the game will be recorded as a tie.

8. **Line-ups** shall be submitted to the scorekeeper 10 minutes before scheduled game time, with both **first AND last** names. **Extended Line-up: Teams may extend their batting line-up to a maximum of 15 players (coed 16 players).** Teams may add players to the bottom of the batting order at any time during the game. If a player has to leave early for any reason other than an ejection, NO out will be recorded and the vacated spot in the batting order will be skipped. A player ejected and not replaced with a substitute will be an automatic out every time that spot in the batting order comes up. The submitted batting order cannot be changed once a game has started. (Please see Coed Rules for specific rules pertaining to the extended line-up rule).
9. **Forfeit Procedure:** Teams must have at least eight (**8**) players to begin a game. A forfeit situation exists when a team cannot field 8 players at their defensive position to start the game. The team with less than 8 players shall be the visitor and bat first. The visiting team shall forfeit when all present players have batted, or the team has reached 3 outs and the 8th player has not shown up and entered into the line-up. If neither team has the minimum number of players at game time, a double-forfeit will result in losses for both teams.
10. The batter starts with a **1 ball & 1 strike count**. One extra foul ball is allowed after 2 strikes. The next foul ball is an out.
11. **Pitching rule: 6-foot minimum** height required and the **maximum** height is **12 feet**.
12. **Strike Zone:** A “Strike Mat” placed behind home plate is used for the strike zone. A legally pitched ball hitting ***any part of the mat*** (and not home plate) will be a strike.
13. **Courtesy Runners:** A team may have one courtesy runner per inning. **The courtesy runner may be any player.** If a team bats through the line-up, a courtesy runner may be used for the same player more than once in an inning. **Note:** Coed Leagues-Please see specific courtesy runner rules in the Coed Rules section.
14. **Re-touch Rule:** A baserunner at 1st or 3rd base may stand in foul territory during a pitch. After the ball is hit in play, the baserunner must **re-touch** the base before advancing to the next base. Failure to re-touch base may result in an out as a result of an appeal play made to the umpire. The re-touch rule may only be used for runners on 3rd for right-handed hitters and 1st base for left-handed hitters.
15. Players under 18 may play with the approval of the League Director. Conditions include:
 - A parent or legal guardian must be participating on the roster of the team.
 - A parent or legal guardian must sign the waiver form in addition to the player’s signature.
 - If the parent or legal guardian is not present, the minor cannot participate.
 - If the parent or legal guardian is ejected at any time, the minor must leave with them.
 - Players under 16 years of age cannot participate.
16. **Protest Procedure:** Protests will be lodged with the Home Plate Umpire. To protest a rule interpretation the team manager is required to notify the Home Plate Umpire of the point of the protest before the next pitch. The Home Plate Umpire will instruct the Scorekeeper to enter the time and condition of the protest (i.e. 3rd inning, runner on 2nd, 2 outs) and notify the opposing manager of the protest. Five dollars (\$5.00) must accompany the protest. The actual submitting of the \$5.00 and completion of the protest form can take place

immediately following the game. **If a team wishes to protest an ineligible player, they must do so prior to the first pitch to the batter directly after the suspected ineligible player's first time at bat.** The umpire will immediately check the player's picture ID. (League rules state that all players must have a valid picture ID with them at the field while playing). The protested player's name will be entered in the scorebook and **the game continues.** The League Director will rule on the player's eligibility within 24 Hours. \$5 is required for EACH player protested.

NOTE: If a non-approved **underage** (under 18) ballplayer is protested, and his or her ID shows that they are underage, the game will be called at that point. The team that fields the non-approved underage player shall forfeit the game.

Remember: Only rule interpretations, illegal equipment, or illegal players can be protested. Umpire judgment cannot be protested.

17. Managers must report any **injury** to a player sustained during the game to the scorekeeper and an accident report shall be filled out prior to departure.
18. Team managers are responsible for the actions of their players and **spectators**. Unsporting behavior of players and/or spectators may result in forfeit. **Abusive language** will not be tolerated from players or spectators
19. **Complaints:** Official complaints concerning such things as league direction, umpires, field conditions, spectators, etc. should be presented to the GSSA League Director in writing.
20. Managers are requested to report any hazardous field conditions or acts of vandalism to the GSSA office.
21. Any team that needs additional ball players should fill out the free agent form located on the Team Sideline website.
22. No regulation league game will start after 10:00 P.M. All league activities that occur at **Playfields Park** will have a strict **11:00 P.M. curfew**. Games postponed due to curfew will be made up later in the season.
23. **EQUIPMENT:**
 - A. **Shoes and shirts** are required on all players and coaches. **No metal cleats** (spikes) will be allowed in League Play. Matching uniforms are not required.
 - B. **Softballs** will be provided by GSSA. 12" balls will be used for male batters, and 11" balls for female batters in Co-Ed leagues.

SOFTBALL BAT RESTRICTIONS

ALL MEN'S LEAGUES: All bats must be USA/ASA approved and have the ASA/USA stamp. Composite barrel bats are not be allowed in any league. Half & Half bats are legal only if the handle is composite and the barrel is non-composite. Players are responsible for researching whether a bat is legal or not. Please consult with League coordinator if you have any questions about the legality of a specific bat.

ALL COED LEAGUES: In addition to being USA/ASA approved, ALL bats must be single wall, one-piece aluminum and must be approved by the league coordinator prior to use in the league. Only bats approved by the league director/coordinator and have the approved bat sticker will be allowed.

All bats will be checked by the umpire prior to game time. Umpires' decision is final.

For all bats: The handle knob may not be covered with any substance (tape, end cap cover, etc.)
No bats may rattle when shaken,

USE OF AN ILLEGAL BAT:

Situation #1 Player steps in the batter's box with an illegal bat but notices he/she has the wrong bat and removes it from play. Penalty: Player may change bat with no penalty.

Situation #2: Player steps into the box with an illegal bat and makes contact with a pitch
Penalty: Player called out and ejected from game. Bat removed from game

Situation #3: Player steps into box with illegal bat that has already been thrown out of the game. Penalty: Automatic out; ejection of player also subjects to further penalties.

Halo Rule

In an effort to provide some protection for the pitchers in the program, the Playfields Park Leagues will be enforcing a “Halo Rule” for all male batters.

A pitcher’s box will be created (chalked) behind the pitcher’s plate. This box will measure approximately 2 feet by 4 feet and the pitcher may pitch from anywhere within the pitcher’s box. The pitcher must be completely in the box unless starting from the pitching plate. If starting from the pitcher’s plate, the pitcher may start with one foot in front or off to the side, but must have one foot on the plate (USA book rule regarding touching the plate).

Any ball hit by a male player that strikes a “defenseless” pitcher on a fly while having at least one foot in the box will be an automatic dead ball. The batter will be declared out and all runners must return to their bases at the time of the pitch. In addition, any ball hit on a fly through the pitcher’s box thereby placing a “defenseless” pitcher in danger while having 1 foot in the box will also be declared a dead ball out and all runners will return to their bases. **Note:** The rule is intended for a “defenseless” pitcher; if a pitcher can field a batted ball with reasonable and ordinary effort, then the play shall continue with no declared automatic out being called by the umpire. **This is a judgment call by the umpire.**

In addition, if the batted ball strikes the pitcher on a fly, the bat from that batter may be confiscated. The bat will be taken to the GSSA office and compression tested. If the bat fails the compression test it will not be allowed in any USA play. If the bat is found to be altered in any way, the bat will be taken by GSSA and sent to be officially tested by the USA bat testing office in St. Louis. If the test confirms that the bat has been altered, the player will be suspended from GSSA play to the maximum allowed by the rules.

Ejections

Any player ejected from a game must immediately leave the playing field/facility/premises. Failure to do so can result in a forfeiture of the game by the ejected player’s team and suspension of additional games. If the ejected player refuses to leave the premises, the police will be called and the ejected player’s team will suffer an automatic team forfeiture of the game.

Any player ejected from a game may receive an automatic one game suspension from all league play depending on the player’s conduct. This means the player is ineligible to participate in the next scheduled game and from any other Playfields Park league games that they may be participating in during that seven-day period. Any player suspended will automatically be placed on probation for the remainder of the season or a minimum of four weeks.

Any player who violates the “Code of Conduct” while on probation will be suspended for the remainder of the season or a minimum of four weeks. A player who has been suspended from play cannot attend any game(s) even as a spectator from which he/she has been suspended

Appeals

Appeals may only be made on suspensions greater than two weeks. Any appeal must be in writing to the league director within 7 calendar days of being notified of the suspension. Any appeals must accompany any and all documentation as to why the suspension should be adjusted. The GSSA staff does not have the resources to investigate any and all appeals therefore it is critical that the appeal include all necessary reasons and evidence as to why the penalty should be adjusted.

.COED - RULES

Current USA playing rules with the aforementioned league rules contained in the rules in the Manager's Information Booklet, shall govern all league games.

1. **Line-up:** Teams shall consist of 10 players on the field, 5 men and 5 women. Teams may begin or end a game with a minimum of eight (8) players, and at least four (4) must be women. Men cannot outnumber the women in the batting order or out on the field. At no time can men bat back-to-back in the batting order. Women can outnumber the men in the field and in the line-up with no penalty. If a female leaves the batting order due to injury, etc., a male must leave the line-up. The male leaving the line-up must be the player who is hitting before or after the vacated female batter. No penalty (outs) will result of the vacated batting order
2. **Defensive Positioning:** Coed defensive positioning shall include two males and two females in the outfield, two females and two males in the infield and one male and one female in the pitcher/catcher position. All outfielders must remain behind the painted 165-foot outfield restraining line until contact is made while the women on the opposing team bats. All infielders must play on the dirt of the infield when a female is at bat.
3. **Extended Batting Order:** Teams may bat up to 16 players consisting of alternating female/male batting order. (**Exception Teams may have more females in the batting order then males.**)
4. **Base-on-Balls (Walk) Rule For Male Batters:** If a male batter walks, he is awarded first base and the next female batter is given the option of batting or taking a walk, regardless of the number of outs. The female batter must decide before she steps into the batter's box. Once the female player steps in the batter's box she must take her turn at bat.
5. **Softballs:** The 12" softballs will be pitched to male batters, and the 11" balls will be pitched to female batters.
6. **Sliding:** Allowed in all leagues. Exception: A commit and scoring line will be used between third base and at home plate in Coed leagues. Once a runner crosses the commit line, they must continue to the scoring line. The play at the plate becomes a force out. The runner will run to the scoring line and the fielder must touch home plate with the ball before the runner crosses the scoring line to record an out. No tag plays; defensive player must touch home plate to record an out.
7. **Courtesy Runners:** A coed team may have one courtesy runner per inning per gender. **The courtesy runner may be any player.** If a team bats through the line-up, a courtesy runner may be used for the same player more than once in an inning. The courtesy runner must be of the same gender as the original runner



GOOD LUCK AND HAVE A GREAT SOFTBALL SEASON!

Softball League Policy, Procedures and Playing Rules

PLAYER CODE OF CONDUCT

The Code of Conduct is established by the Greater Sacramento Softball Association to serve as a guideline for adult softball leagues on matters pertaining to the conduct of players, managers, and coaches. The Code outlines unacceptable behavior and suggests the minimum and maximum penalties for violations. **Players, coaches and managers shall abide by the Code of Conduct. Violation of the code, as outlined below, will result in disciplinary action.**

1. **NO PLAYER SHALL:** Be physically aggressive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during or after a game. If during a game, the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection and eight games probation.

MAXIMUM PENALTY: Suspension for ten years and probation for ten calendar years.

2. **NO PLAYER SHALL:** Be verbally abusive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, tournament director, agency, representative or spectator. This includes but is not limited to, use of profanity and/or racial slurs, harassment, threats, or intimidation before, during or after a game. If during a game the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection and eight games probation.

MAXIMUM PENALTY: Suspension for five calendar years.

3. **NO PLAYER SHALL:** Refuse to abide by an official's decision.

MINIMUM PENALTY: Immediate ejection and probation for eight games.

MAXIMUM PENALTY: Suspension for one calendar year.

4. **NO PLAYER SHALL:** Appear on the field of play under the influence of alcohol/drugs.

MINIMUM PENALTY: Immediate ejection and probation for eight games.

MAXIMUM PENALTY: Suspension for eight games.

5. **NO PLAYER SHALL:** Use unnecessary roughness to an opposing player.

MINIMUM PENALTY: Immediate ejection and probation for eight games.

MAXIMUM PENALTY: Suspension for five calendar years.

6. NO PLAYER SHALL: Demonstrate dissension at an official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Immediate ejection, suspension for one game, and probation for eight games.

7. NO PLAYER SHALL: Discuss with an official any decision reached by that official, unless the player is the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Immediate ejection.

8. NO PLAYER SHALL: Be found utilizing or bringing to the ballpark any altered equipment.

MINIMUM PENALTY: Suspension for two years from all GSSA softball activities.

MAXIMUM PENALTY: Suspension for four years from all GSSA softball activities.

Note: Team and Players from the team utilizing the altered equipment may be placed on probation

9. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.

MINIMUM PENALTY: Placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. NO PLAYER SHALL: Smoke while coming off or going on the field of play, or while on the field of play or in the dug-out.

MINIMUM PENALTY: Warning from official.

MAXIMUM PENALTY: Removal from the game.

SPECIAL NOTES

- A player/coach/manager that is on probation for a Code of Conduct violation, and is reported for another violation of the Code of Conduct, will face double the normal penalty for the new violation. Any probation or suspension included in the penalty for the new violation will run consecutively with the former penalty.
- Any ejected player/coach/manager/official must leave the bench/dugout area immediately. Failure to do so may result in a maximum penalty for the violation. Any further action or disruption may result in the official ejecting the player or manager from the park or facility.
- For safety reasons, children and patrons viewing the game are not allowed in the dugout during the game.