**2019 A.A. Co R&P CoEd Softball Rules & Information Sheet**

1. **Rules:**
   a. All Co-Ed leagues are governed by the Anne Arundel County Department of Recreation and Parks Guidelines and Reference Manual and NSA Slow Pitch Softball Rules. Rule books can be purchased through USSSA at www.usssasoftball.com.
      - The USSSA rule for pitching arc is 6’ TO 10’ feet.
      - Pitching distance = 50 ft., bases 65 ft.
   b. All teams should have a USSSA rulebook. Ignorance of the rules is not an acceptable excuse.
   c. A 1 + 1 count will be used in all leagues.
      - A courtesy 3rd strike foul ball will also be implemented.
   d. Five male & five female players must be in the lineup at all times. (6 & 6, if EH is used). **Since we allow 20 players on the rosters teams are allowed to bat up to 20 as long as the male to female ratio stays the same...i.e. 7 males & 7 females, 8 males & 8 females...up top 10 males & 10 females. This is NOT an Option.** If the number drops below the number of starting players because of an ejection (no subs left), the game ends in a forfeit. This does not apply for injuries. In the event a player is hurt and cannot continue, (if no subs left) the team takes an automatic out each time it is that player is at bat.
e. Male & female players must alternate in the batting order. On defensive, if male pitches, then a female must catch or vise versa but there must be one person of each sex in those two positions. The league does not regulate where the remaining players play in the field.

f. When there are less than 2 outs; if a male walks, he will take 2nd base and the female must bat. When there are 2 outs; if a male walks, he will take 2nd base and the female may choose to either bat or take the walk.

2. **No Alcoholic Beverages or Tobacco Products are allowed on or near the fields at anytime.** Please keep all vehicles off County property. **Park in parking lots only.** Each coach is responsible for enforcing these rules for players, coaches and spectators. Failure to enforce these rules may result in suspension or game forfeitures.

3. **Uniforms:**
   a. All players must wear matching shirts of the same color with 6” numbers on the back. **This is NOT an Option.**
   b. All players/coaches must wear shoes. No metal spikes or detachable rubber spikes are allowed. **Molded sole only.**
   c. Sweatshirts may be worn under the uniform. Sweatshirts may be any color except white.
   d. No jewelry allowed except flat bands.

4. **Age Requirements:** Players must be 18 years old on or before April 1 of the current year.

5. **Player Roster:**
   a. Twenty (20) players may be carried on team roster. All players must be listed on the roster or appear on the add/drop form. **A player can appear on only one roster in the same league.**
   b. **IMPORTANT** - Team rosters must be received and recorded by the Department one week before first game. Team who has not turned in a roster will forfeit games.
   c. **NO NEW PLAYERS MAY BE ADDED AFTER:**
      - Sunday leagues: as stated on schedule
      - Friday leagues: as stated on schedule

6. **Equipment:**
   Home team is responsible for setting up the field with 3 pegged-down bases before game time. The double first base bag will be supplied by the home team and MUST be used for all games. **The Department does not supply regular bases for second and third or the double first base bag.** Each team is required to supply 1 new 11” Classic “W” USSSA Ball and 1 new 12” Classic “M” USSSA Ball. Home team is the official scorekeeper. All teams should have a first-aid kit.

   a. **Double Bag:**
      A double bag will be used at 1st base in all leagues. If there is a play on a batter/runner going to 1st base, the batter/runner must touch the portion of the double bag (orange portion) extending into foul territory. He/she will be called out
if he/she fails to do so. **EXCEPTION:** If a defensive player has to move onto the bag in foul territory to make the play, the runner may touch either bag if, in the judgement of the umpire, the runner touched the inside bag to avoid a collision. **IMPORTANT:** The defensive player has only the white base inside fair territory to make the putout. Once the batter-runner is safely at first base, he/she uses the white portion. The batter-runner does not have to touch the white base if they touch the orange base and continue to second base. This is not an appeal play.

7. **Rain-Outs:** All rain-outs will be rescheduled on assigned dates usually at end of season. **Inclement Weather/Field Condition Information:** Go to [www.aacounty.org/RecParks/cancellation.cfm](http://www.aacounty.org/RecParks/cancellation.cfm) or call the Information Hotline at 410-553-8996 for cancellations due to weather/field conditions. PLEASE make sure to listen to the entire message as this rain line is for multiple sports! Cancellations will be determined:

   **Friday Leagues after 4:30 pm.**  **Sunday Leagues: after 8:30 am**

Games are canceled on a County-wide basis. If the game has not been canceled (the rain line message will not be updated), teams must report to the field, umpires will determine if games are playable. Games must be stopped immediately for lightning/thunderstorms or if substantial rain occurs. Officials will determine whether it is safe to continue or terminate the game. Any game that is suspended before the 5th inning because of weather is a suspended game. The make-up game is resumed at the point (with the same players) where the game was stopped.

Each team is responsible for paying the umpire on the field prior to each game. The fee is listed on the league schedule. If a team forfeits, that team is responsible for both umpire fees for all forfeited games. If a team decides they need to cancel a game, the team canceling must first get the opposing team to agree to the cancellation. Next, both teams involved must contact the Complex Office personnel. Then, the team requesting the cancellation must notify the Complex Office personnel at least FIVE WORKING (5) days in advance. **The games will be rescheduled only if time permits.** If the Complex Office personnel are not notified five days in advance, the team canceling the games will be charged with forfeits and will be responsible for paying the forfeit fees (Forfeit fees are both teams’ fees). These games will not be rescheduled.

8. **Game Times/Time Limits:** A **15 Minute Grace Period** will be used for the first game of the night **ONLY!** If the Grace Period is used it will be part of the 1 hour & 10 minute game time per game. Umpires will announce that the game has reached the 1 hour mark and **No new inning** will be started after the 1 hour mark unless the game is tied and there is time remaining within the 1 hour 10 minute time limit. If there is time remaining then 1 additional inning to break the tie will be played. Games tied at this point will remain tied. **ALL GAMES AFTER THE FIRST GAME EACH NIGHT WILL BE GAME TIME/FORFEIT TIME** There will be no grace period for any games except the first game of the night!

9. **Forfeits:** Any team with 2 forfeits is subject to being dropped from the league. A win will be given to each team yet to play. Games will not be rescheduled.
10. **Officials**
a. Each team must pay the umpire the game fee listed on the schedule. Any team not paying the umpire will forfeit the game. If the opposing team forfeits, the team ready to play must pay the umpire. Any team forfeiting two (2) or more games will be subject to being dropped from the league. If a team drops out in the 1st half of the season, the schedule will be revised. If a team drops out in the 2nd half of the season, teams scheduled to play the disqualified team will receive an automatic win and does not have to show up at the field to pay the umpire.

b. **(Official No-Show):** If an assigned umpire fails to show for the game, the managers of the teams scheduled will select a person to act as an umpire. This must be a mutual agreement between both managers and the game cannot be protested once the game starts. Teams who cannot agree on a substitute umpire are not guaranteed a rescheduled game.

11. **Reporting Results/Score:** The winning coach must **call or email** the Sports Supervisor with the following information within **24 hours after the game:**
   a. League name
   b. Score/results
   c. Umpire, present or not
   d. Any problems

12. **Extra Hitter Rule:** This rule is optional, Not Mandatory. If the EH is used, 12 Batters (6 men, 6 women) will be submitted into the line-up at the start of game. If a team starts with 12 players they must finish with 12 players, unless: A player is removed due to injury, and no substitutes are left. If there are no subs left, the team takes an automatic out(s) when the injured player(s) is due to bat. Any (5 man, 5 women) players in the lineup may play defense. EH follows the same reentry rules as starting players.

13. **Games:**
a. All games will commence as stated on the schedule. If a team has 9 players (5 & 4), the game may begin with the 10th batter as an automatic out. If the 10th batter arrives, they may enter the game at the conclusion of the half inning, providing they are the correct sex.
   - In double-header leagues, the forfeit time for the 2nd game is 30 minutes after the scheduled start time of the first game.
b. **10 Run Rule:** A game will be declared official if a team is ahead by 10 runs after 5 complete innings of play (4-1/2, if home team is ahead).
c. A game will be declared complete if the game is stopped after 4-1/2 innings with the home team ahead.

14. The Recreation and Parks Department does not provide insurance for individuals participating in softball leagues. It is recommended that each team carry insurance for coaches, players and managers. Neither the Department nor members of its staff will...
be responsible for injuries incurred in softball leagues, championship or exhibition games.

15. **Ejections:**

a. A player, coach or spectator ejected will receive, at the least, an automatic (2) week suspension from all scheduled games from all leagues. The ejected person(s) MUST leave premises immediately. The Sports Supervisor will determine length of suspension; further disciplinary action may be taken. Coaches are responsible for the behavior of themselves, players and spectators. All coaches must report ejections to the Sports Supervisor within 24 hours after the game. Failure to do this can result in forfeiture of the game. If the number of players during a game drops below the number of starting players (no subs left), due to an ejection, the game ends in forfeit. This does not apply to injuries.

b. Cursing, bat throwing, use of illegal bats, harassment of umpires or park personnel before, during, or after games will not be tolerated. The penalties have been and will continue to be harsh. Please note that when the players signed the Adult Sports Roster form, they agreed that they have read and understand the Adult Sports Players Pledge, which is part of the roster form and noted in rule 3 above.

c. Flagrant misconduct may result in a suspension for the session or longer.

d. A player, coach or spectator who makes or attempts to make physically aggressive contact with a game official/umpire will automatically be suspended from all County-sponsored sports for a minimum of two (2) years from the date of the incident.

e. A player, coach or spectator who makes or attempts to make physically aggressive contact with another individual, other than a game official, will automatically be suspended from all County-sponsored sports for a minimum of one (1) year from the date of the incident.

f. Anyone ejected will automatically receive a two-week suspension from all scheduled games in all leagues. The second occurrence by the same person will result in a three-week suspension from all leagues, and the third occurrence will result in suspension from all leagues for one year from the date of the third ejection. Any coach that refuses to supply an umpire or park personnel with the full name of a team member that has been ejected will also receive a two-week suspension from all leagues.

g. Player, coaches or spectators ejected for unsportsmanlike conduct by departmental personnel or game officials will be suspended for a minimum of two (2) weeks, including playoffs and tournaments at departmental facilities.

h. Ejections occurring at the end of the season will result in the suspensions being carried over to the next sport or season. The suspended individual may be barred from all sites where County – sponsored activities are being held.

i. A coach who refuses to provide the full name of an ejected player and/or coach to departmental personnel or game officials will be subject to disciplinary action. Coaches/team representative must notify sports supervisor of ejected player with 24 hours of ejection.

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j. **Anyone suspended for any reason will not be permitted on Anne Arundel County Recreation & Parks premises. This rule applies to all activities at any sports activities, including tournaments.**

In accordance with the Mid-Atlantic Recreation & Parks Sports Alliance, Anne Arundel County will uphold any suspension of 1 year or longer from various jurisdictions. For a complete list of the jurisdictions, please visit our web site: www.aacounty.org/recparks, and view the “Disciplinary Actions” section of the “Guidelines and Reference Manual”.

16. **Blood Rule:** A player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered is left up to the umpire’s judgement. Uniform rule violations will not be enforced if a uniform change is required.
   a. Stop the game and allow treatment if injured person would effect the continuation of play.
   b. Immediately call a coach, or other “authorized person” to the injured player.
   c. Apply the rules of the game regarding substitutions, re-entry and short-handed player if necessary.

17. Teams are responsible for any damage to fields or equipment other than deemed normal wear. Do not remove temporary fencing. Failure to comply with these rules may result in disqualification from league.

18. Scorebooks: Teams must submit players first and last names in the scorebook. Any team refusing to supply a coach’s, player’s or spectator’s name will forfeit their game.

19. **No “UPPER DIVISION” sanctioned players allowed.**

20. **Home Run Rule:** This applies to fields with fences, temporary or permanent, only. **No “over the fence” home runs allowed.**

21. **Championship Awards:**
   1st Place teams in each division will receive League Championship Shirts. Sponsor trophies for 1st place will be by request only! No individual trophies will be awarded.

22. **Player’s Pledge Policy:**
   - I understand the importance of sportsmanship and fair play.
   - I understand the importance of respect for players, game officials, and league organizers.
   - I understand the importance of leaving the playing field/gym in the same condition as I found it.
   - I understand the importance of league rules and guidelines as necessary components of the game.
   - Therefore, I will, at all times, respect the decisions of the game officials and league organizers. I will not publicly criticize a game official’s ruling during or immediately...
after an athletic contest. I will through my words and actions display a high level of sportsmanship and fair play.

23. Cursing, bat-throwing, harassment of umpires or Department personnel before, during, or after games will not be tolerated. The penalties have been and will continue to be harsh. Please note that when the players signed the Adult Sports Roster form, they agreed that they have read and understand the Adult Sports Players Pledge, which is part of the roster form.

24. **Bats:** Must meet the USSSA Standard. Check the USSSA website (www.usssa.com) for information on approved bats.

25. **Balls:** USSSA Classic “M” for Men & USSSA Classic “W” for women will be the only approved balls for coed leagues.