



**Clarksville Parks and Recreation Department**  
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**[www.clarksvilleparks.com](http://www.clarksvilleparks.com)**

## **Official Slow Pitch Softball Rules**

### **Objective:**

To promote fair play, sportsmanship, adult recreation, and to maintain the integrity of the game.

### **Rosters:**

1. Players may only play on one team during the same league.
2. No player may play under an assumed name. If a player plays under an assumed name, both the player and manager will be suspended from all municipal softball indefinitely.
3. Rosters must include the first and last name of each player.
4. Rosters are limited to twenty-five (25) players.
5. Rosters must be turned in at the mandatory managers' meeting.
6. No roster may be changed after the third game has been played.
7. The Clarksville Parks Department reserves the right to place teams in leagues.

### **Player Eligibility:**

1. Only players listed on the official team roster are eligible to participate in league games.
2. Players must be at least fifteen years old to participate in any league.
3. If a manager in a league requests to check the eligibility of a player in that league, he/she may do so by the following procedure;
  - a) Call a time out and notify the scorekeeper and the home plate umpire.
  - b) Deposit a \$20.00 protest fee for each player to be checked with the scorekeeper.
  - c) The scorekeeper will request the player to show proper identification (photo I.D. if over sixteen years old).
  - d) If the player in question is not listed on the roster or does not have proper identification, the current game and the next scheduled game are forfeited. The \$20.00 fee will then be returned to the team making the protest.
  - e) If the player(s) in question is on the team roster and has proper identification, the team making the protest must forfeit the \$20.00 protest fee.
4. All eligibility protests will be decided on the field at the time of the protest.
5. Protest on eligibility will not be accepted after the game has been completed.

## **Protests:**

1. Protest must be made immediately to the umpires before the NEXT PITCH. The manager may make a protest using the following procedures:
  - a) Call a time-out and notify the home plate umpire of the protest.
  - b) The scorekeeper will record the following information - date, time, time remaining in the game, game site, umpires' names, teams playing, reason for the protest and any additional information needed.
  - c) After the protest is filed with the scorekeeper, the game will be completed.
  - d) A written letter by the person(s) making the protest, along with a \$20.00 deposit, must be filed with the Clarksville Parks and Recreation Department. The Recreation Director and Superintendent of Parks will decide all protests and render a decision. If the protest is allowed, the \$20.00 deposit will be returned. If the protest is not accepted, the \$20.00 fee will be forfeited. Protests will not be accepted for the following: (1) whether a batted ball was fair or foul; (2) whether a pitched ball was a ball or a strike; (3) whether a base runner was safe or out, or (4) all judgment calls made by an umpire.

## **Violations and Penalties:**

1. Physical contact or abuse of an umpire, game official, scorekeeper or Parks Department employee (pushing, shoving, hitting, throwing ball, glove, or bat, etc.) will result in a minimum one year suspension from all leagues. The player(s) will also be suspended for a minimum of one year from Jeffersonville and New Albany Parks Department leagues.
2. Physical contact or abuse of a player or spectator (pushing and/or shoving) will result in a minimum one-year suspension from league. The player(s) will also be suspended for a minimum of one year from Jeffersonville and New Albany Parks Department leagues.
3. Verbal abuse of an umpire, scorekeeper, Parks Department employee, player, or spectator will result in a minimum two-week suspension from league. This includes the current game and the next two scheduled weeks.
4. Bat Throwing:
  - Minor - ejection from the game
  - Flagrant – two-week suspension from league, which includes current game and the next two scheduled weeks.
5. If a player or manager is ejected from a game, he/she must leave the softball complex immediately and may not return that evening to play or manage in any Clarksville Parks Department Softball League.
6. Players or managers ejected from the game must leave the park immediately. If a player fails to leave, that player's/manager's team forfeits that game.
7. Players or managers suspended from any three games for any reason will be suspended for the remainder of the season. The player or manager will not be eligible to participate in any additional games or tournament games in any of the leagues.
8. The above rules apply before, during, and after your team is scheduled to play. Any verbal abuse of an umpire or game official after the game has been completed will result in a minimum two-week suspension.

9. In accordance with Clarksville Town Ordinance 97-G-02, it is illegal to carry, possess, or drink alcoholic beverages at the Clarksville Softball Complex. Possession of alcohol will result in a fine, ejection from the park and a two-week suspension per player involved. If a player is involved in a second offense for possession of alcohol, it will result in a fine, ejection from the park and suspension from all leagues for one year.
10. The Recreation Director and the Superintendent of Parks of the Clarksville Parks Department will handle any additional disciplinary actions.

### **Injuries/Bleeding:**

1. Any player/substitute, manager, coach, trainer, bat boy or other team member or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound is covered.
2. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. The umpire will determine the length of time deemed reasonable.
3. If excessive time is involved, the re-entry rule, as stated in the USSSA rulebook, would apply to players.
4. If there is an excessive amount of blood on the uniform, or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

### **The Game:**

1. League games will start promptly at 6:30 p.m., 7:30 p.m., 8:30 p.m. and 9:30 p.m. (if necessary). THERE IS NO GRACE PERIOD. Completed line-up forms should be turned in to the scorekeeper at least five minutes before the SCHEDULED game time. Team line-ups are due at 6:25 p.m., 7:25 p.m., 8:25 p.m. and 9:25 p.m. (if necessary.) If the previous game runs over the time, the line-ups still must be turned in five minutes before the originally scheduled game time. Line-ups must include both first and last name of each player. Managers have up to the first pitch to make any changes in the line-up. If a manager submits a line-up with 10 or 11 players listed, and the players are not present after the first pitch has been thrown, the batter's position in the line-up will be an automatic out.
2. The umpire will call forfeits after the scheduled game start time. A team which forfeits three (3) league games during regular season play without prior notification of the teams inability to play, shall be dismissed from the league and league tournament without refund of league fee. All future opponents will be credited with a win.
3. Both visiting and home teams must have a minimum of nine (9) players before the first pitch. If a team does not have nine (9) players present, a forfeit will be called. If a team begins the game with nine (9) players, it must continue and finish the game with nine (9) players. Any additional players must be used as substitutes for the original nine (9) players. If a team begins the game with nine (9) players, and a player is ejected or injured, the game will be forfeited if the team has no substitutions.
4. Teams beginning the game with ten (10) players in the line-up can finish the game with a minimum of nine (9) players. If a team begins the game with ten (10) players, and a player is injured, that player's position in the batting will be an out and the game will be completed if the team has no substitutions.

5. A team may insert an additional hitter into its line-up. The batting order must remain constant, however. Any ten (10) of the eleven (11) players can take a defensive position throughout the game. All eleven (11) players must be present on the field before the first pitch. Teams can finish the game with a minimum of nine players.
6. The official time of the game is the scorekeeper's watch or scoreboard timer. The timer will start at sixty minutes for the first game. The scorekeeper will start the game timer at sixty-four (64) minutes after the completion of the previous game.
7. Each game will have a sixty-minute time limit. If a team has batted five times and is behind by more than twelve (12) runs, the game is considered complete. If the lead is greater than twenty (20) runs after sixty minutes the game will stop and revert to the last complete inning. (At any time during the game, if a team falls behind by more than twelve (12) runs, that team has the option of ending the game). During tournament games, a time limit shall exist and the above listed run-rule is in effect.
8. The first team listed on the schedule is the home team.
9. No metal spikes may be used. Authorized bat manufacturers shall mark their products with the words "official softball" or words to that effect. If the words "official softball" is illegible or it is a little league bat, the bat should be declared legal if it is legal in all other respects.
10. To equalize competition; all of our leagues will play under the following home run rule: No team may hit more than three fair, untouched fly balls over the fence. Each fair, untouched fly ball over the fence after the third will be ruled an out.
11. No infield practice will be allowed. Warm-ups shall be done in the outfield grass or outside the fence of the playing area.
12. Only players, coaches, and managers are allowed in the bench area.
13. In all leagues, a batter will strike out after two strikes and will walk after three balls (each hitter begins with a 1-1 count).
14. Batters are out on the second foul ball after one strike. If the final foul is caught on the fly, the ball is dead and runners may not advance.
15. NO SMOKING in the playing area or the bench area.
16. Managers and coaches will be responsible for the conduct of their players and their spectators before, during and after the game in which they participate.
17. All Clarksville Parks Department Leagues will be United States Slow-Pitch Softball Association sanctioned leagues.
18. It is the manager's and coach's responsibility to make sure his/her team are familiar with the above rules and consequences. Ignorance of the rules will not be considered as an excuse.
19. The USSSA Official rulebook shall govern all playing rules that are not specifically covered by the Clarksville Parks Department rules.

### **Co-ed Softball Rules:**

1. Teams must always have four men on the field and in the batting line up. Teams may start the game as follows: Four men and four women, four men and five women, four men and six women, five men and five women. The field must contain a greater number of women and at least four men. Teams starting the game with four men and four women must finish the game with four men and four women. In the case of an injury, that team will forfeit the game.

2. If a ninth, tenth, eleventh, or twelfth player shows up after the first pitch has been thrown they can only enter the game as substitutes.
3. Alternate men and women batters. No two male players may bat in succession.
4. Men and women can take any position in the field that the manager chooses.
5. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.
6. A male will bat on the opposite side that he would normally use. The opposing team may make one request per batter to switch sides.
7. Men can slide headfirst only. If a male runner does slide feet first, he will be called out.
8. Umpires will call hogging the ball:
  - The outfielders must stand in the area where the outfielders normally would stand.
  - If a player can make the play, he/she will be allowed to make the play in the infield or outfield. No other player is allowed to take the play from a fielder.
  - An infielder cannot cover home plate in place of the catcher unless there is an overthrow. An infielder can back up the catcher but cannot take the play away from the catcher. However, the pitcher or catcher can cover the home plate.
  - If hogging the ball is called, it will be ruled as a base hit and all runners will advance. THIS IS A JUDGMENT CALL BY THE UMPIRE.
9. The USSSA rulebook will cover all other rules.

### **Rain Outs:**

1. Rainout games will be made up when possible or at the end of the season.
2. We will attempt to make up rainout games at 9:30 p.m. on each league night, or at the end of the season before the tournament, and lastly on Saturdays.
3. Managers and coaches will be notified of rescheduled games one week before the rescheduled make up date.
4. In the case of rain, a game is considered complete if the losing team has batted four times.
5. The Clarksville Parks Department will make a decision on league games for that night and record the message. Call 280-PARK after 3:30 p.m. the day of your game. DO NOT CALL THE PARKS OFFICE for rainout information. If the message states that a decision regarding the games that evening will be decided at game time, the teams must go to the fields to see if the games will be played.

### **Awards:**

1. The league champion and tournament champion teams will receive a voucher for \$100 off a future league registration.
2. League champions will be determined by best overall league record. In the case of a tie for the league champion, a one-game play-off will be played before the tournament. In the case of a tie for all positions other than first place, the following tie-breaking system will be used in the following order:
  - a. Winner of head-to-head competition.
  - b. Margin of victory in head-to-head competition.
  - c. Coin toss.