



Seattle Parks & Recreation

healthy people healthy environment strong communities

Adult Slow Pitch Softball
Regulations updated May 21, 2018

Article I. Player Registration

Section 1. Rosters: Official team rosters must be submitted to the Adult Sports Coordinator or his/her designee prior to a team's 2nd scheduled league game. Each team member must sign the roster. Failure to submit a roster may result in penalties up to and including the forfeiture of games. Download and print a blank roster [HERE](#)

Section 2. Roster Additions: Players may be added to a team roster after the original roster has been submitted. All roster changes must be submitted on official Department addition/deletion forms. Official addition/deletion forms **MUST** be signed by the player(s), and the coach/manager. Roster changes must be submitted by the team manager to the Adult Sports Coordinator or his/her designee by 5:00 p.m. the working day after the first game in which the added player(s) participated. League roster changes (excluding Hardship) will not be accepted after 5pm on June 30th, or 5pm **two** days before the leagues playoffs have started, whichever comes first. Download and print an Addition/Deletion Form [HERE](#)

Section 3. Playing in Multiple Leagues: A player may play on more than one men's, women's or co-recreational Department-sponsored team provided they are not in the same league and provided ASA and/or USSSA eligibility rules are followed. Exception: It is permitted to compete on a men's or women's team and any classification co-recreational team.

Players may not participate on both a department-sponsored youth and adult team during the same season. Playoffs are considered an extension of the season.

Section 4. Player Verification: All players must be prepared to show positive photo identification each game. The team representative (i.e. manager, coach, etc.) will only be permitted to request players to show identification prior to the start of the game, except for late arriving players. Late arriving players may be asked to produce picture identification at the time they enter the game (during the dead ball situation before play resumes). Players that cannot produce proper identification are considered ineligible. Players ruled ineligible may be allowed to enter the game at a later time if they are able to show proof of eligibility. However, once a game is forfeited, due to insufficient number of players, the decision cannot be reversed. Either the game umpire or recreation division staff can verify identification if required.

Section 5. Player Registration Violations: Violations of Section 2, 3 and 4 may result in a forfeiture of any game that the player played in ineligibly and also may result in the offending player's suspension. A disciplinary hearing in accordance with the Sports Code of Conduct will be held to determine the length of the suspension and any additional action. Coaches or managers will be held accountable, under the Department's Adult Sports Code of Conduct, for knowingly playing an ineligible player.

Section 6. Hardship Case: After the roster addition/deletion deadline date, teams that drop their rosters to twelve (12) players may add up to two (2) new players. Teams that drop their rosters to ten (10) or eleven (11) players may add up to three (3) new players. This change must be approved by the Adult Sports Coordinator or their designee at least 24 hours before the next game and must be submitted on official Department addition/deletion forms. Hardship additions will not be allowed after the last regular league game and prior to any playoff round. A player who joins a

team in a hardship case cannot have been registered on another ASA, USSSA, or Department sponsored team within that same league during the current season. A hardship case is defined as follows:

- a) A hardship deletion is a player officially dropped from a team roster after the roster addition/deletion deadline because the player is unable to continue league play for at least one (1) of the following reasons:
 - 1) A change in a player's work schedule which prevents him/her from participating in regularly scheduled league games.
 - 2) A medical disability.
 - 3) A change of residence to a different city which is further from Seattle than the original city of residence.

All hardship deletions must be accompanied by written proof of the hardship as defined above. No other reasons will be accepted.

For co-recreational leagues, teams that drop their rosters to seven (7) players in a gender may add up to two (2) new players in that gender. Teams that drop their rosters to six (6) players in a gender may add up to three (3) new players in that gender.

Article II. Rules

Section 1. Governance: The official 2016 Slow Pitch Softball Rules set by the **1**) Amateur Softball Association (ASA) **OR 2**) United States Specialty Sports Association (USSSA) and will be followed except as herein amended.

Section 2. Rule Modifications: Special rule modifications may be made for all adult league/tournament play. These rule modifications supersede any rules which may contradict what is printed on the Department rules and regulations. These special rule modifications will be written and included with the Department rules and regulations and available to team coaches/managers and game staff to communicate and discuss with the umpires prior to the start of the game/tournament. All rule modifications must be on file with the appropriate Manager and with the Citywide Athletics Office.

Article III. League Play

Section 1. League Schedules: League schedules will be prepared by the Adult Sports Coordinator or his/her designee and available for viewing at www.teamsideline.com/seattle when completed. Playoff schedules will be submitted with league schedules, if at all possible.

Section 2. Inclement Weather/Rainouts: Determination of unplayable field conditions will be made by 3:30 p.m. weekdays, by Department personnel. Information on field closures can be obtained by calling the Department's field closure number, (206) 233-0055, and on Team Sideline <http://www.teamsideline.com> after 3:30pm. If the weather is prohibitive and the games have not been canceled by the Department, all teams must report to the field for the first scheduled game. The umpire will determine at that time if the field is playable.

Exception: Seattle Parks and Recreation Department Grounds Crew may reverse an umpire's decision to play, if, in the staff's opinion, the field(s) is unplayable.

Staff may not reverse an umpire's decision to cancel a game(s) due to unplayable conditions. If any game is called off due to rain or unplayable conditions, all following games on that field (whether or not that field is numbered) will be canceled.

- a) If the Department has not canceled games (leaving it to the discretion of the umpire at game time), and the umpire deems the field unplayable, that game will be considered a rainout regardless of the number of players present on both teams. If, however, the umpire thinks the field is playable and one of the teams does not have the required number of players, that game will be considered a forfeit. If both teams do not have the required number of players at game time and the umpire deems the field playable, it will be considered a double forfeit.
- b) Umpires determine field playability for all weekend games. Therefore, teams must report to the field. There will be no phone broadcast of field closures on weekends.
- c) Rainouts, tiebreaker games, and playoff games may be rescheduled on weekends

Section 3. Game Start Times: Game starting times will be scheduled by the Adult Sports Coordinator. Game time shall be forfeit time. **However, there is a 10-minute grace period for ONLY the 6:00pm/6:15pm/6:30pm games.**

Teams must report to the playing field at the regularly scheduled game time unless team managers have been notified by the Adult Sports Coordinator of a forfeit or cancellation. Teams must be ready to take the field at the scheduled game time regardless of whether or not an umpire is on the field.

Teams forfeiting three (3) games as a result of not having the required number of players may be dropped from the league without refund and may lose their status as a "returning" team for the following season. The decision will be made by the Adult Sports Coordinator with review by the appropriate Manager.

Section 4. Game Balls: The HOME TEAM must provide a new and a back-up ball (in co-ed play, both sizes) to start any game. Game balls must have a COR of between .44 and .52 and preferably stamped by the appropriate umpire association.

Section 5. Infield Practice: Infield practice is not guaranteed prior to the start of the game.

Section 6. Umpire Contact Numbers and Attendance: Seattle Parks and Recreation uses two separate umpire organizations. **1) Amateur Softball Association (ASA) 2) United States Specialty Sports Association (USSSA).** The Adult Sports Coordinator determines which leagues will be umpired by which organization.

For all umpire related questions or comments that arise during business hours teams are reminded to contact the Adult Sports Coordinator at (206) 684-7092. After 5:00pm, for late-show and/or no-show umpire situations and weekend emergencies only, staff must contact the umpire associations directly. Their numbers are: (USSSA), 206-367-8255 (if no response, 206-344-9519); and (ASA) 253-766-9575.

- a) If an umpire is not present at game time, team managers may agree to a non-association umpire to officiate the game or to have the game rescheduled for a later date. If the managers agree to play the game with a non-association umpire, both managers will sign the official scorebook and the game will be considered official. Late arriving umpires will assume their responsibility upon arrival at the field. Length of game restrictions will still apply even if the game is started late.

- b) Both team managers and field staff are expected to contact the Adult Sports Coordinator any time an umpire is late or fails to show for the game(s).

Section 7. Minimum # of Players: A team must have a minimum of eight (8) players to start and finish any game. Late arriving players must be added in the 9th and 10th places in the batting order if that team has already gone through their batting order, and they may be inserted into the game immediately should the team be in the field. If fewer than 10 players are in the batting order, no “outs” are recorded in the 9th and/or 10th spots.

Exception: In co-ed play, on defense, a team may begin a game with eight (8) players provided at least four (4) are of one gender. Never can there be six (6) of one gender on the field defensively; the maximum number of a gender on defense is five (5).

Section 8. Line up/Player substitutions: All players in the original submitted line-up can interchange on defense. The umpire and opposing team need not be informed of any defensive changes.

Section 9. Bat the Lineup: Teams have the option each game to "bat the lineup." At the beginning of each game the team managers must state to the opposing team manager and to the umpire their intention to "bat the lineup." If one or both teams choose to "bat the lineup" they must do so for the entire game.

- a) "Bat the lineup" is defined as follows: Those players designated to hit beyond the starting ten (10) players, are included in the offensive lineup. Each of these additional players must have a turn at bat before the rotation begins again. Teams are not required to include their entire team in the original submitted lineup, but may list up to a maximum of 20 players in the batting lineup if they choose. The original submitted lineup may hit in any set order regardless if the player(s) is playing defensively. Defensive substitutions may be freely made among the original submitted lineup. Any entries beyond the original submitted lineup must enter the game by the regulation substitution method.
- b) If all players are listed in the batting order and an injury occurs or a player(s) is ejected, all batters (of that gender) move up one spot to fill the injured/ejected player's spot (without penalty). The injured player(s) may not return for the duration of the game. If every player is in the line-up and an injury occurs to a player while on base, or a player is ejected while occupying a base, the last player (of that gender) to make an out becomes the replacement runner. The injured player(s) may not return for the duration of the game.
- c) Regulation substitution method allows for player re-entry into any game if a team does not exercise “bat the line-up.”

Co-Ed Batting Order: The batting order will be staggered between genders. In the originally submitted line-up, if there are more players of one gender, that gender is allowed to begin a second-round order of batters regardless if the other gender has not completed their batting order. There must always be a staggering of genders when batting. This procedure is a team option else a team can bat equal numbers of gender

Section 10. Courtesy Runners: Courtesy runners are allowed. If the runner on base requests, and is granted a courtesy runner, it shall be the last player to make an out.

Coed Games: The last player of the base runner's gender to make an out becomes the courtesy runner.

Section 11. Sliding/Collisions: Within the rules, physical contact and/or collisions should be avoided to the best of that player(s) ability. A player is expected to use what options they have to avoid any type of collision and minimize the potential for injury. Sliding is a part of slow pitch softball, **but a player does not have to slide.** Any infractions regarding sliding will be dealt with by the game umpire.

Section 12. Pitching Distance: Pitchers must pitch from a distance of 50 feet.

- a) “Floating pitching rubber.” In the interests of player safety, the pitcher has the option to move back from the 50’ pitching rubber no more than 6 feet provided one of the pitcher’s feet is within the length of that 50’ pitching rubber. The pitcher can change distances at any time but must make the required pause before delivering each pitch.

Section 13. Game Time Limits:

Men’s Games: No game shall last more than one hour and fifteen minutes and no new inning shall begin after one hour and five minutes from the scheduled game time.

Coed and Women’s Games: No game shall last more than one hour and thirty minutes and no new inning shall begin after one hour and fifteen minutes from the scheduled game time.

Exceptions:

Unlighted Fields: Prior to May 15 on unlighted fields and if more than one game is scheduled, no game shall last more than one hour and fifteen minutes and no new inning shall begin after one hour and five minutes.

Championship Game: Championship games shall be played to completion without a time limit.

At the end of the time limit, all games shall be considered complete regardless of the number of innings played, and the score at the completion of the last full inning of play shall be the final score unless the Home Team is ahead.

If a game ends prematurely due to rain and/or wet grounds, that game shall be regulation if four or more complete innings have been played, or 3 ½ if the Home Team is ahead.

Section 14. Mercy Rule:

If the Home Team is leading by twelve (12) or more runs after 4 1/2 innings, or if the Visiting Team is leading by twelve (12) or more runs after 5 complete innings, the game shall be ended and counted as complete. If at any point, after 5 complete innings, either team is ahead by 12 or more runs, the game shall be ended and counted as complete. This applies to playoff and championship games.

League games ending in a tie after expiration of allowable game time will not be replayed. If after seven (7) complete innings of play, allowable game time remains, play will be continued until the expiration of allowable game time, or until one of the teams is leading after a complete inning. Playoff and Championship games will be allowed to continue until a winner is determined beyond the allowable game time.

Section 15. Score Reporting: HOME TEAM keeps the official scorebook, but the **WINNING TEAM is responsible for reporting the game score to the Citywide Athletics Office no later**

than 5pm the next working day. Call 206-233-2652 or email jonathan.wilson@seattle.gov to report game scores.

By mutual agreement, however, the official game scoring responsibility can be done by the visiting team. *(It is suggested that both teams keep in continual communication throughout the game about the game score).*

Section 16. League Standings and Points: League standings will be computed on the basis of winning percentage.

Section 17. Alcoholic Beverages/Smoking: Alcoholic beverages or other illegal substances must not be consumed by players, managers, or spectators on Parks Department property BEFORE, DURING, OR AFTER A GAME. Violation of this rule will result in action taken by the game officials or Department staff in accordance with the Sports Code of Conduct.

Smoking is prohibited in all publically accessible areas in Seattle Parks (Parks Code of Conduct P 060 7.21.00 section 3.2.10). The use of electronic cigarettes is allowed outdoors, not indoors.

The smoking of marijuana in city parks is prohibited under state law (RCW 70.160.050.)

Section 18. Casual Profanity: "Casual Profanity" will be strictly enforced. Casual Profanity pertains to expletives and verbal unsporting language which is not directed at umpires or opposing players but, rather, is being uttered by a player out of frustration. This type of behavior is penalized by "outs" being declared against the offending team, and may occur in a delayed dead ball situation:

- a) If the team is at bat and unsporting words are used by that team, but not by the batter, the next batter will be declared out;
- b) If the act is committed by the batter, the batter is out;
- c) If the act is committed by the defensive team, their first batter in the next half inning will be declared out;
- d) If the violation occurs in the bottom of the last inning, when the defensive team may not bat again, a player ejection may be declared. (An eligible substitute may enter the game), and;
- e) A game can end by a "casual profanity" out!
- f) Casual Profanity provides a lesser penalty for the gray area between accepted conduct and those situations where the offender must be ejected. (In other words, it gives the umpire a tool other than ejection). This rule is to discourage the players and coaches from saying things which others may feel are offensive. It does not, however, replace profanity directed at an umpire or others which may result in a game ejection.
- g) The guideline will be if a player or coach expresses frustration through profanity and/or unsporting language so that it can only be heard by that player and the umpire and has no influence on others, then there is no problem. If the words are loud enough to be heard by other players or the fans, then we are able to expect it is loud enough to have offended someone and penalty, "out," can be imposed.
- h) Casual Profanity will always be considered a judgment call, and is not a protest-able rule

Section 19. Policy Questions: All policy questions not covered by these rules will be settled by the Adult Sports Coordinator or his/her designee. The Adult Sports Coordinator can be reached by phone at (206)684-7092 or by emailing jayson.powell@seattle.gov

Section 20. Field Attendant Responsibilities: Prior to the games: Prepare fields for that day's games (i.e. placing the bases at the correct distance, lining the fields, removing obstructions). Following each game, the Ball Field Attendant is expected to make every effort to obtain the official score and report it to the Adult Sports Coordinator. **(Please note: It is also the responsibility of the Winning team to report the game score)**

Article IV. Returning Teams -- Selecting New Teams

Section 1. Team Priority: Teams returning from last season have first priority in returning to the league, but must have 50% or more of the players from the previous year's roster. If a team has less than 50% of the players from the previous year's roster, the team will be placed on the waiting list. The actual priority number given to the team on the waiting list will be determined by the Adult Sports Coordinator or his/her designee.

Section 2. Sponsor Guarantees: No sponsor will be guaranteed a team in a league from one year to the next. Selection of returning and new teams will be based upon priorities listed above, not sponsor.

Article V. Equipment

Section 1. Home Team Responsibilities: The Home Team will provide an approved game ball and back up ball (restricted flight, mid-range, or lively). The Recreation Coordinator or his/her designee shall decide if the balls will be distributed to the team managers prior to the beginning of the season, or if the ball field attendant will deliver the ball to the umpire prior to the game.

Section 2. Footwear: Metal cleats are not allowed on Seattle Parks and Recreation fields.

Section 3. Uniforms: Uniforms are not required in Seattle Softball leagues.

Section 4. Restricted Bats: Due to safety and field space concerns some leagues and fields require men to use a size restricted bat. The appropriate bat and which leagues are affected by this rule, will be made available to all team captains and upon request, and is also posted at the end of this document.

Article VI. Finances

Section 1. Entry Fee: The entry costs may be used by the Seattle Parks and Recreation department and Associated Recreation council as they see fit. These costs include, but are not necessarily limited to the following: participant costs, cost of awards. ASA and/or USSSA sanction costs, umpire costs, field rentals, and supplies.

- a) Entry fees must be paid no later than April 11th, 2016. Returning teams that have not paid by this date will lose their priority of returning to their previous league
- b) Entry fees will not be refunded to teams that drop from the league after schedules are drawn. Unless a replacement team is available and enters the league. If a replacement team enters the league, then all monies will be refunded less a 10% administrative fee.

Section 2. Deposits: The Recreation Coordinator or his/her designee shall decide if a deposit shall be required for entry into the league. The deposit shall not exceed \$200.00 and shall be non-refundable unless the team is not admitted into the league. If a team drops from league play after the deposit is paid and before the final payment is due, a refund will only be issued if a team is found to take the place of the team that wishes to drop from league play. A service charge of 10% of the deposit will be retained by the facility.

Article VII. Protests (**League Play**)

Section 1. Protest Rules: All protests shall be ruled upon as follows:

- a) The Adult Sports Coordinator and designee (if applicable), with review by the Manager, will rule on all protests. Their decision is final.
- b) Only player ineligibility or rules misinterpretation are grounds for protest.
- c) Ineligibility may be protested by filing the Standard Department Protest Form to the Adult Sports Coordinator or his/her designee prior to 5:00 p.m. of the second working day following the protested game. If the protest is upheld, the most recent game the ineligible player participated in ineligibly will be forfeited.
- d) All protests on rules misinterpretation must be registered with the umpire before the next live ball and the scorebook must be signed by the umpire and both coaches involved. If either coach refuses to sign the scorebook, the umpire will note that refusal in the scorebook. The protesting team manager must file the protest, using the standard department [Protest Form](#) to the Adult Sports Coordinator or his/her designee by 5:00 p.m. the following working day after the protested game
- e) A deposit of \$25.00 (check or money order only) will be required with each protest, to be returned if the protest is held valid.
- f) FAILURE TO COMPLY WITH THE PROCEDURES OUTLINED IN ART. VII, SEC. 1: C AND/OR D, AND E RESULTS IN AN INVALID PROTEST.
- g) The Adult Sports Coordinator and/or designee (if applicable) will judge the protest within five (5) working days of receiving the protest and a written response will be issued one (1) working day after the decision has been reached.

Article VIII. Protests (**Tournaments/Playoffs**)

Section 1. Protest Rules: All protests shall be ruled upon as follows:

- a) The Tournament/Playoff Director will rule on all protests. His/her decision is final.
- b) Only player ineligibility or rules misinterpretation are grounds for protest.
- c) Ineligibility may be protested by informing the Tournament/Play-off Director of the protest prior to completion of the game in question. The Tournament/Playoff Director will immediately rule on the protest before play begins/resumes.

d) Penalty:

- 1) If the protest is filed prior to the start of the game, and is upheld by the Director, the ineligible player will not be eligible to play in the game in question or for the remainder of the tournament. The player may resume play in the game and/or the remainder of the tournament if he/she is later able to show positive proof of eligibility (i.e. player provides proper identification at a later time). However, once a game is forfeited it cannot be changed.
- 2) If the protest is filed during a game, and is upheld by the Director, the ineligible player's team shall forfeit the game.
- 3) Games previously played in by the ineligible player cannot be forfeited.

Reminder: All players must be prepared to show positive photo identification if requested by the opposing team's representative. See Article I, Section 4 of the Rules and Regulations.

Article IX. Awards

Section 1. Awards: Awards will be rewarded at the discretion of the Adult Sports Coordinator.

Article X. League and Playoff Dates

Section 1. Start Date: League play shall not commence prior to May 1st, unless approved by the appropriate Manager.

Section 2. Tie: If there is a tie for any place in league/division play that qualified a team for awards and/or a playoff berth, the winner will be determined in the following manner:

- a) The team which won the most games between the tied teams in head-to-head competition in league play shall be the winner. In the event of three (3) or more teams tied for playoff positioning, a team must be undefeated in head-to-head league play competition with the other tied teams.
- b) Fewest runs allowed in contests between the tied teams in head-to-head competition (forfeit game score is 12-0). If there are an uneven number of regular season games played among teams vying for a playoff position(s), the lowest runs allowed average from the tied teams' head-to-head league competition.
- c) If there is still a tie, or if the tied teams did not play each other in regular season play, the fewest runs allowed in all league games shall determine the winner. If there are an uneven number of regular season games played among teams vying for a playoff position(s), the lowest average of the total number of runs allowed in a team's games divided by the number of games played will determine the winner.
- d) Coin toss.

Article XI. Code of Conduct

Section 1. Scope: All managers, players and game officials must abide by the Adult League Sports Code of Conduct which is set up and approved by the Superintendent. Each team member and manager by his/her signature on the roster, agrees to abide by the Code of Conduct.

Seattle Parks and Recreation - Adult Sports
Slow Pitch Softball
REGULATIONS 2018 (Updated 5/21/18)
SPR League and Field Specific Rules

All Leagues: All leagues are granted a courtesy foul.

Ballard Coed Rules:

- a) **Bases on Ball Rule:** If any batter walks, regardless of strikes, they are awarded 1st base, and the next batter MUST bat.
- b) **Male Batting Rule/Restriction:** Yes - Men must bat with a shorter *aluminum* bat (maximum 28" in length and 32 oz. in weight). This bat does not need to be ASA approved, but cannot be a wooden bat. Aluminum only.
- c) **Encroachment:** On defense, players must play their positions. Failure to comply results in the batter being safe and the results of that play are allowed. The pitcher, however, may cover home plate. Encroachment is a judgment call by the umpire and cannot be protested.

Delridge Coed Rules:

- a) **Bases on Ball Rule:** If a male batter walks with no strikes, he is automatically awarded 2nd base (do not forget to touch 1st base, first!). The following woman batter must bat, regardless of which base the male batter is awarded on a walk to the male batter ahead of her.
- b) **Women Lead Off Rule:** Female base runners can lead off after the ball leaves the pitchers hand.
- c) **Male Batting Rule/Restriction:** None - Men are allowed to bat with any ASA approved softball bat.
- d) **Male Batting Challenges:** N/A

Green Lake Masters Rules:

- a) **As a minimum,** players that turn 40 years of age during the calendar year are eligible to compete.

Loyal Heights Coed Sunday Rules:

- a) **Bases on Ball Rule:** Any walk issued to any batter with no strikes results in the batter going to 2nd base. (Don't forget to touch 1st base, first!). The next batter has the option to bat or receive an automatic walk. If a batter walks with at least one strike, that batter goes only to 1st base.
- b) **Men Batting in Coed Leagues:** None - Men are allowed to bat with any ASA approved softball bat.
- c) **Male Batting Challenges:** N/A

Loyal Heights Coed Weeknight Rules:

- a) **Bases on Ball Rule:** Any walk issued to any batter with no strikes results in the batter going to 2nd base. (Don't forget to touch 1st base, first!). The next batter has the option to bat or receive an automatic walk. If a batter walks with at least one strike, that batter goes only to 1st base.
- b) **Male Batting Rule/Restriction:** None - Men are allowed to bat with any ASA approved softball bat.
- c) **Male Batting Challenges:** N/A

Magnolia: Following USSSA "3/2 count."

Metro Coed Rules:

- a) **Bases on Ball Rule:** If a male batter is walked without any strikes, he is awarded 2nd base (do not forget to touch 1st base, first!) and the following female batter has the option to bat or take an intentional walk. If, however, the male batter receives a walk with at least one (1) strike, he is awarded 1st base only and the following female batter must bat.
- d) **Male Batting Rule/Restriction:** None - Men are allowed to bat with any ASA approved softball bat.
- b) **Men Batting Challenges:** N/A

Miller Coed Rules:

- a) **Bases on Ball Rule:** If any batter walks, regardless of strikes, they are awarded 1st base, and the next batter MUST bat.
- b) **Male Batting Rule/Restriction:** Yes - Men have the option of batting off-handed (weak side) using any size softball approved bat or batting strong handed with a shorter bat (maximum 30" in length/32 oz. in weight)*
- c) **Male Batting Challenges:** If a male batter is challenged (questioning his "power side"), once turned around the batter may use any sized allowable softball bat. There can be an unlimited number of challenges per male batter, and the batter can be challenged at any point in the pitch count.
- d) **Encroachment:** All players must play their position but the normal backing up of a position is allowed. EXCEPTION: the pitcher may cover home plate. In any other situation, any obvious playing of a ball for a teammate will result in the batter being awarded 1st base, and all base runners will advance one (1) base. Encroachment is a judgment call by the umpire and cannot be protested.

Queen Anne Coed Rules:

- a) **Bases on Ball Rule:** If any batter walks, regardless of strikes, they are awarded 1st base, and the next batter MUST bat.
- b) **Male Batting Rule/Restriction:** Yes - Men have the option of batting off-handed (weak side) using any size softball approved bat or batting strong handed with a shorter bat (maximum 30" in length/32 oz. in weight). This bat does not need to be ASA approved, but cannot be a wooden bat. Aluminum only.
- c) **Male Batting Challenges:** If a male batter is challenged (questioning his "power side"), once turned around the batter may use any sized allowable softball bat. There can be an unlimited number of challenges per male batter.

View Ridge Coed Rules:

- a) 12" ASA balls will be used for **Both** male and female batters during games.
- b) **Bases on Ball Rule:** If any batter walks, regardless of strikes, they are awarded 1st base, and the next batter MUST bat.
- c) **Male Batting Rule/Restriction:** None - Men are allowed to bat with any ASA approved softball bat.
- d) **Male Batting Challenges:** N/A
- e) **Encroachment:** All players must play their position but the normal backing up of a position is allowed. EXCEPTION: the pitcher may cover home plate. In any other situation, any obvious playing of a ball for a teammate will result in the batter being awarded 1st base, and all base runners will advance one (1) base. Encroachment is a judgment call by the umpire and cannot be protested.

Summer/Fall Metro (Lower Woodland) Coed Rules:

- a) **Bases on Ball Rule:** If any batter walks, regardless of strikes, they are awarded 1st base, and the next batter MUST bat.
- b) **Male Batting Rule/Restriction:** Yes - Men have the option to bat off-handed with any size softball approved bat, or bat strong-handed with a shorter bat (maximum 28" in length and 32 oz. in weight) or any regulation sized wooden bat*
- c) **Male Batting Challenges:** If a male batter is challenged (questioning his "power side"), once turned around the batter may use any sized allowable softball bat. There can be an unlimited number of challenges per male batter.

***Restricted bats in length and/or weight do not have to be ASA approved. They can be little league baseball bats, but their dimensions must be clearly marked for the umpire and other team to verify.**

Seattle Parks and Recreation - Adult Sports
Slow Pitch Softball
REGULATIONS 2017
Field Ground Rules

(These rules complement the Seattle Parks and Recreation rules and regulations and, when in contradiction to those SPR rules, supersede those rules and those of umpire associations).

Ballard:

Ballard Field 1: In right field, any ball hit over the fence, or hitting the berm (hill) on the fly is a dead ball out; any ball bouncing on to the berm will be a ground rule double; any ball striking the facing of the bulkhead is a live ball; any ball hit into the trees along the 1st or 3rd base lines is a dead ball foul (batter is not out), and base runners may not advance; a fly ball striking either of the two light poles in right field is a dead ball ground rule double, and batted balls hit into the Ballard #2 dugout(s) is a home run. Any ground rule double allows for base runners to advance two (2) bases from the start of play.

Ballard Field 2: Batted balls hit over the fence are dead ball outs; batted balls hit into the tree outside the 3rd base line are dead ball fouls (batter is not out and base runners may not advance); batted balls hit into the centerfield fence opening are ground rule doubles, and; batted balls hit into the Ballard #1 dugouts are home runs. A ground rule double allows a base runner to advance two bases from the start of play.

Bitter Lake: None

Delridge:

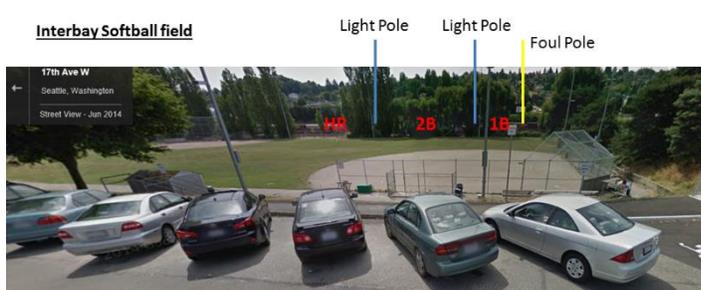
The ball is live if it remains in play even though it may be in congested areas of the field complex.

Green Lake:

Balls hit past the Green Lake cones should not be an automatic home run. The ball is live unless interfered with by a spectator. If the ball is interfered with, it shall be a ground rule double or next base as determined by the umpire.

Interbay:

A batted ball striking that pole and going over the fence, or a batted ball hit over the fence on the fly to the centerfield side of that light pole is a ground rule double (men only). In RF, a ball hit over the fence between the foul pole and 1st light pole is a ground rule single. Hit over the fence between the two foul poles is a ground rule double, and to the left of the 2nd light pole is an HR. See the corresponding picture:



Lower Woodland:

Lower Woodland Field #3: Homeruns are allowed.

Lower Woodland Field #6: Homeruns are allowed, the 1st base side wing fence extended shall be the out-of-play line.

Loyal Heights:

Loyal Heights Field 1: Ball on the fly into the bushes = HR. Ball rolling into the bushes = next base.

Loyal Heights Field 2: Ball rolling underneath the fence, batter is awarded the next TWO bases.

Magnolia:

A batted ball which rolls up the bank between the 1st base foul line and the second tree (in front of the orange play equipment) from the building, or which lands on the bank on the fly, is a ground rule double; a batted ball to the centerfield side (south) of that second tree is a live ball.

Any ball making contact with a tree while the ball is in fair territory will be ruled a dead ball and will be replayed. Any ball making contact with a tree in foul territory will be ruled a foul ball.

Montlake:

A batted ball entering the high grass/tree line in left field or center field on the fly will be a home run and a ground rule double if bounced into that area.

Miller:

Miller #1 (SW diamond) only: Any batted ball hit on the ground that travels beyond the hand rail in left field, and not touched by a defensive player, is a ground rule triple. Any batted ball that is touched by a defensive player before the ball goes beyond the hand rail is a live ball. Any batted ball hit past the centerfield end of the hand rail is a live ball. Finally, any batted ball hit over the hand rail on the fly is an automatic home run.

Miller #1 and #2: Any batted ball that is trapped within the bleaches in center field is a ground rule triple.

Queen Anne:

Queen Anne Field #1 and 2: Batted ball rolling into portable soccer goals in the outfields is a ground rule double.

Queen Anne Field 2: The trees which hang over the 1st base line is out of play, and wing fences on both fields are out-of-play lines.

Riverview:

All Fields: Any ball hit on the fly over the fence to the centerfield side of the colored stakes/high fences is a ground rule double.

Riverview Field 1: Any ball hit on the fly over the outfield fence between the 1st base foul line and the colored stake is a ground rule single. Batted ball rolling into portable soccer goals in the outfields is a live ball.

Riverview Field 2: Any ball hit on the fly over the 3rd foul line and the colored stake is a ground rule double. Batted ball rolling into portable soccer goals in the outfields is a live ball.

Riverview Field 3: Any ball hit on the fly over the 3rd foul line and the colored stake/high fence is a ground rule single. Batted ball rolling into portable soccer goals in the outfields is a ground rule double.

Riverview Field 4: Any ball hit on the fly over the 3rd foul line and the colored stake/high fence is a ground rule double. Batted ball rolling into portable soccer goals in the outfields is a ground rule double.

View Ridge: None