



**City of Arlington Parks and Recreation
Adult Sport Rules: Softball**

General Information

- **Game Schedules** are available at www.teamsideline/arlington.com
- **Contact:** 817-459-5463
- Sports Rainout Line 817-459-6697; updated by 3:30pm each day.
 - If games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as your regular games. No refunds will be made except when leagues are filled or are cancelled by the Parks & Recreation Department, nor will refunds be given once schedules are posted or after registration day. Be prepared to play rain-out games whenever or wherever scheduled.
- The City of Arlington Parks and Recreation Department reserves the right to add, delete or amend the rules and regulations at any time for the betterment of the program and reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities and reserves the right to remove teams from play for failure to complete financial obligations, failure to notify League administrators of intent to forfeit games, un-sportsmanship actions displayed during play, roster violations, and/or any other actions deemed detrimental to the league and reserves the right to combine or open leagues to allow more teams to register and to avoid canceling leagues.
- The Parks and Recreation Department routinely takes photos and/or video of participants and visitors in our programs and facilities for promotional purposes. Please be aware that by participating or utilizing our facility, you are granting the City of Arlington and its agents the right to use and publish your image or your minor children's image, and that no monetary remuneration will be given.
- **No Dogs allowed in the park. No alcoholic beverages are allowed in the park and/or parking lots (ordinance 78-47). Staff will forfeit any game if a player or players are found to have alcoholic beverages inside the softball complex and/or dugouts.**
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Eligibility & Rosters

- It is the team captain's responsibility to submit a completed roster, and all players must sign the roster to play.
- Players must be 18 years of age or older prior to the start of league play and all players must carry a current picture I.D. with them during league games to be considered an eligible player. Minors are subject to approval with a Minor Consent Form.
- Players will not be allowed to play on more than one team in the same league during a season. If a player's name is found on two teams, the player shall belong to the team they play for first.
- Rosters must be turned into the Athletic Office or to the sports assistant prior to the first game. If rosters are not turned in prior to the start of the first game, the result will be a forfeit of the first league game and all future games until a roster is submitted. All information on the roster form must be complete for the player listed to be considered part of the team.
- Roster changes will be allowed until the 3rd week of play. After that, no roster changes will be allowed. Any team caught playing an individual who is not on their roster will forfeit all games in which the illegal player played if the opposing team protests.
- Teams who have won their division 3 consecutive seasons must move to the next level of play if available.
- All league teams will be allowed to have a maximum number of 20 players.

Equipment & Uniforms

- Umpires may ban any equipment that they deem as unsafe or illegal and jewelry may not be worn at any time during the game.
- Players must wear shoes that are designed for their sports and playing surface. For indoor courts, no turf shoes or other black-soled shoes will be allowed. Players may not play in slides, metal cleats, barefooted or in socks.
- No electronic devices are allowed on the field/court of play (headphones, tablets, go pro, etc.)
- USSSA Suncoast bats that are banned are not allowed in any league play.
- All bats must have a clearly visible USSSA stamp. Stamp and bat cannot be damaged in anyway

Awards

- League awards will be given out to first place teams.

Conduct & Discipline



- **Removal:** At the discretion of the officials or staff, a player or coach may be removed from the game for minor infractions. Note: Removals will require the player/coach to leave the facility/park, but no additional team penalties, or suspensions will be issued.
- **Ejections:** At the discretion of the referee or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Note: Players, coaches, or spectators who have been ejected or suspended must leave the facility and grounds immediately and not return to any Arlington Adult League until the completion of the suspension.
- **Protests** based upon player eligibility will be allowed before the game and rules interpretations will be allowed during the game.
 - **Player Eligibility Protests** must be executed in the following manner: Notify the official verbally before the game begins that the match/game is under protest. The match will not be played, player eligibility will be verified at that time for all players on both teams and a result will be determined. If all players are eligible, the team that protested will receive a loss. If any player is found to be an illegal/ineligible player, that team will receive a loss. If both teams have ineligible players, it will be ruled a double forfeit.
 - **Rule Interpretations Protest** must be executed in the following manner: Notify the scorekeeper immediately after the play/call to make a note on the score sheet as to what rule interpretation is being protested. Notify the officials that the game is being played under protest and the game will continue. The League Administrator or his/her designee will rule on all protests after the game.

Game Structure

- All games will be played in accordance with the current USSSA rules with the addition of the following:
- **Standings and Playoffs:** Playoffs will be awarded to the top teams depending on the number of teams in that league. If the league has less than 4 teams, the top 2 teams advance; if 3-5 teams, top 3 teams advance; if 6+ teams, top 4 advance
- **Tiebreakers:** All tie breaker situations will be resolved in the following manner:
 - Winning percentage
 - Head-to-head
 - Head-to-head Differential
 - Total Points/Runs For
 - Total Points/Runs Against
 - Total Points/Runs Differential
- **Forfeits:** If a team forfeits two league games during the season the team will be dropped from the league with no refund of entry fees. All teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original night will not apply to the number of forfeits.
 - A forfeit score will be posted as 7-0 in favor of the offended team. If a team leaves the field of play to intentionally forfeit a game, the offended team will be awarded the score at the time the offending team left the field.
 - Any team forfeiting any game during position rounds or either of the last 2 games of the season will also forfeit their eligibility for any league awards.
- **Blood Rule:** a player, coach or official who is bleeding or who has blood on their 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 (official's judgment), the individual will not have to leave the game. Uniform rule violations will not be enforced if a uniform change is required. The official shall stop the game and allow treatment if injured person would affect the continuation of play. The official will immediately call a coach or other authorized person to assist the injured player. The rules of the game regarding substitutions, re-entry, and short-handed player will apply, if necessary.

Playing Rules

- **Rosters & Lineups** must be legibly filled out listing each player in batting order and be turned into the scorekeeper at least two minutes prior to scheduled game time (line-ups must indicate last name, first name and the jersey number).
- **Start Time:** All games will start at scheduled game time and if team(s) are not ready to play at the scheduled game time it will be a forfeit. No timeouts may be used prior to the start of the official game. At Game time coach must deliver line-up and game balls to the Umpire. If the team is still short players (must have at least 8), the team shorthanded will then become the visiting team and the game will begin. The game will be forfeited at 45 minutes remaining if the shorthanded has not acquired a legal number of players.
- **Game Time:** 50 minutes with a running clock and the game clock will begin at the completion of the pre-game meeting. Any inning that has started when time expires shall be completed. No inning shall begin after 50 minutes have expired except in the case of a tie. A new inning begins after the final out of the previous inning. The scoreboard shall be considered the official clock. In the event the scoreboard is inoperable, the watch of either umpire will be considered the official clock. Managers are urged to synchronize watches with the scoreboard or umpire's watch before the beginning of the game.



- **Extra Innings:** All leagues will play an extra inning of 1 pitch with no foul. The extra inning will start with a runner at 2nd base who will be determined by the last out of the previous inning. This will continue until a winner is determined.
- **Dugout:** The home team will be the first team listed on the schedule and will occupy the first base dugout
- **Courtesy Baserunners:** A courtesy runner (which is not a substitution) may be used once per half inning. The Courtesy Runner can be any player on the team line-up (including substitute or batting disqualified player) and has not been ejected or disqualified. If the runners batting position comes up while he/she is being used as a courtesy runner, he/she will be called out.
 - In Coed a male must be the courtesy runner for a male and a female must be a courtesy runner for a female. The courtesy runner is once per half inning and in coed one for the male and one for the female.
 - In the Women's Leagues a Female must courtesy run for a Female.
 - American Disability Act Rule: This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, the player can play either offense or defense. A courtesy runner will be used for this player once the player has reached first base. The courtesy runner shall be any player on the roster. The same rule applies as in a courtesy runner.
- **No Base Stealing** in any leagues
- **Run Rule:** all leagues will have a 20-run rule after three innings, a 15-run rule after four innings, and a 10-run rule after five innings.
- **Home Runs:** The batter will be out on any homerun hit over the allotted number.
 - All D Recreational – 5
 - All E Recreational – 1 + 1 up. All Additional HRs are an out. Not inning ending.
 - All 35+ D Recreational – 5
 - All Just 4 Fun Recreational - 0 + Inning Ending and Offensive Ejection
 - All C-D Recreational - 5
- The **Flip-Flop rule** will be in effect in all 4th inning run rule situations. The flip-flop rule is designed to prevent very large victory/loss margins and prevent long, extended games. If the home team is losing by 15 or more runs at the end of the 3rd inning, the home team will remain in the dugout (the visiting team will remain on the field).
- **Hitting Count:** In all Leagues, players will come to the plate with a 1-1 count. No Extra foul will be given.
- **Clear Path to Home Rule:** no player shall impede the path to home plate without the ball. The runner will be allowed a clear path to the plate the catcher must utilize the tag back play where he/she catches the ball in front of the plate and tags the runner. If the Catcher has possession of the ball the runner must: retreat, surrender or avoid the tag.
- **Just For Fun Leagues:** 7 runs or 3 outs per half inning. No tournament Players.
- **Up The Middle Rule:** Any ball hit on a line back at the pitcher position within the width of the 4-foot lines and is between the pitching rubber and 1' above the pitcher's cap in the air, will be declared a dead ball and the batter will be called out. This ruling will be determined from the pitching rubber – back. This is a judgment call and is instituted for Safety reasons. No play shall continue, and all runners must return to the last base occupied prior to the infraction.
 - At the subjective decision of the umpire, any ball hit up the middle within the halo lines, which places the pitcher in a defenseless position, will be ruled a halo.
 - Any player called for a halo twice in the same game will be "Batting" disqualified for the remainder of the game. Any team who violates the Middle Rule three times during the game, beginning with that player, he/she will be "Batting" disqualified. Each subsequent Middle rule violation will result in the player being batting disqualification.
 - If the pitcher vacates the rubber to avoid being hit, the middle will remain protected. A Pitcher cannot expand the area protected by moving from outside the lines.
 - All pitchers must wear a helmet or mask while pitching.
- **Rosters:** Teams must have a minimum of 10 players on their official team roster. A team may bat as many as 14 in the batting order with 4 players as Extra Hitters. Any 10 of those players may play the field.
 - Coed teams will consist of ten players (five male and five female) stationed anywhere they choose in fair territory. A Coed team may start with 11 or 13 players and take an out the 12th or 14th position. Batting order must alternate genders throughout.
 - Teams can start with 8 players (Men's, Women's & Coed; Coed Must have 4 Men and 4 Women to start. However, an out must be taken in the ninth and tenth batting position until the missing player arrives including coed. It is the team manager's responsibility to inform the home plate umpire at the pregame meeting if their team is playing short-handed.
 - Women will be allowed to participate in the Men's Leagues. No Men's Team will be allowed to play more than 2 women at a time. No Men may play in the Women's Leagues



- No “C” class players will be allowed to play E League. Class will be based on your USSSA ranking. Teams must protest the roster. The Only time it will be allowed is when leagues D and E are combined by the city. The city will reserve the right to remove players for league parity.
- **Softballs and Bats:** All Balls must be purchased at the Softball Office and bear the City of Arlington Logo. A legal ball will be marked with the USSSA Logo and the City of Arlington Logo. In the Men’s a 12” ball will be used, and in Women’s an 11” ball will be used. In Coed a team will use both an 11” and a 12” ball for each Gender. Women may opt to use the 12” ball to hit.
 - All bats must be stamped official softball and must bear the USSSA certification mark. At the discretion of the umpire, bats may be removed from the game for failing to meet the certification of the league being used. Bats that are damaged, have a rattle, worn or suspected of being altered may be removed by the umpire. Bats shall not exceed 34 inches in length, 38 ounces in weight, and 2 ¼ inches in diameter.
 - Any bat that will be used during the game must be checked by the umpire prior to being used. Bats will then be visually inspected and placed in a container near the on-deck area. No Team will be allowed to have over 14 bats in the bucket. Bats which fail visual inspection by the Umpire will be disallowed from play. Any bat that is tested and fails the compression test will be confiscated if the compression factor is 175 or below. Failure to relinquish the bat will result in suspension from all City of Arlington Softball League play and the Player will be reported to USSSA.
 - The City of Arlington has purchased bat testing devices for each park. The device can only determine whether a bat has exceeded the 1.20 BPF (Bat Performance Factor). It in no way is an accusation against the owner of the bat. The testing official will disqualify the bat from use if it does not pass the test. Bats that fail the BPF can do so for several reasons: 1) Manufacture Flaw, 2) Use, 3) Owner alteration (shaved), 4) An illegal bat that has been repainted to assume the likeness of a legal bat. Shaved bats are the intentional modification of the bat owner to change the composition of the bat. A rolled bat is a composite bat that has been broken down internally to give a bat more of a “trampoline” effect.
 - Bats will be tested in the following situations, Random Test, play resulting in a halo, home runs hit more than allotted number, or any concern Umpire may have.
- **Winter 2026 only USSSA approved bats will be allowed.**