



## City of St. George Men's Slow Pitch League Rules

We are playing under AFA Rules with the following exceptions:

1. All games including the league championship games will have a mercy rule of 10 runs after 5 innings, 15 runs after 3 innings and 20 runs at anytime. All games will have a 50-minute time limit or 7 innings, whichever comes first. Seniors will have a 45-minute time limit then an open inning.
2. All line-ups must be submitted to the umpire at the pregame meeting. Game time will start immediately after the pregame meeting.
3. **Players may play on more than one night but must not play on two teams on the same night. Any player playing on more than one team per night is an illegal player. Players may play down one level from the highest level that they have played. Ex. a B level player may play down to the C level and be legal. The player will be illegal on a D or E team.** A player not on the roster is an illegal player.
- 3.5 All protests concerning rule interpretation only will be handled by the On-Site Supervisor and will be final. All protests concerning eligible players for league games will be sent to the Softball Coordinator. The game will continue after the protest has been made. The Softball Coordinator will review the protest and determine if an illegal player was playing. If it is determined that the player was legal, then the game results will stand. **If it is determined that an illegal player was used then the game will be forfeited by the team using the illegal player and the team will not be eligible for the league playoffs. A game must be protested** to the plate umpire for both league and league/tournaments games before there can be a determination if a player is legal or illegal. For tournament games, each player **MUST** have picture ID with them and must present the ID within 5 minutes if there is a protest. The game will be stopped and the On-Site Supervisor will inform both teams that the rosters for each team will be checked. Each player for each team will have their ID matched to the roster. If any player is not on the roster, does not have a picture ID within 5 minutes, or the roster is not filled out completely, they will be declared illegal and the team will forfeit the game. If both teams have an illegal player, it will be a double forfeit. Coaches are responsible for the players on their team, to ensure the rosters are completed by each team member, and all players have a picture ID with them during league/tournament games.
4. One courtesy runner per inning will be allowed with the last out being the runner.
5. A pitching box will be used from the rubber at 50 feet to the line drawn at 56 feet. Pitchers may pitch from anywhere in the box within the confines of the pitching rubber. Pitchers must come set for 1 second then pitch within 10 seconds or after ordered by the umpire. Any under hand pitching motion is allowed including fakes, behind the back or between the legs. **A 5 foot to 12 foot pitching arc will be used. A mat will be used for all ball or strike calls for the Men's D, Co-Ed, and Senior leagues only.**

6. Home Run rules are:  
**8 home runs will be allowed in A leagues then 1-up.**  
5 home runs will be allowed in B leagues then 1-up.  
3 home runs will be allowed in C leagues then 1-up.  
1 home run will be allowed in D and E leagues then 1-up.  
The 1-up rules will be in effect when both teams reach the maximum number of home runs.  
Any home run above the limit will be declared an out. If leagues are combined (ex. an A/B league) then the home run rule will be the lower league rule.
7. Home Run Walk-off Rule: as per AFA rules, both the batter and all runners must advance one base. **For league play, there will be no penalty if the batter and/or runners do not advance one base or if they run all of the bases. This rule is meant to be a speed up rule.**
8. Any version of the Miken Ultra 1, Miken Ultra 2, **Anaconda (both the original and new), Boombah, and all Senior** bats are illegal to use. All other bats meeting the 1.2 BPF standard and have a USSSA approval sticker will be allowed. Senior bats are allowed for Senior games only. A Senior player playing in a Co-Ed or Men's game is not allowed to use a Senior bat and the illegal bat rule will apply. **A player found using an illegal bat will be declared out and ejected from the game, the game will also be forfeited. A team with a player caught a second time will be disqualified from league play. A player using an altered bat will be declared out and ejected. Also, the City of St. George will comply with AFA rules, page 21, Section B – Altered Bat Policy. Any player accused of using an altered bat must voluntarily allow the bat inspection by the Softball Coordinator. The Umpire will remove the bat from the game, the On-Site Supervisor will tag the bat and send the bat to the Softball Coordinator for inspection. The bat owner may pick up the bat when notified by the Softball Coordinator. Failure to voluntarily give up the bat (hiding the bat in a bat bag, mixing the bat with other bats, or any other attempt to hide the bat will be considered a refusal) will mean automatic ejection from the game and a possible lifetime suspension from City of St. George leagues and tournaments. In addition, the game will result in a forfeit by the team. Anytime a player is struck with a batted ball directly, the bat and ball shall be removed from the game. The bat and ball will be sent to the Softball Coordinator for review and will not be used for the remainder of the game. The bat owner may pick up the bat when notified by the Softball Coordinator. If a player refuses to hand over the bat (hiding the bat in a bat bag, mixing the bat with other bats, or any other attempt to hide the bat will be considered a refusal) as requested by a City of St. George official, the above policy will be enforced. The player may receive a lifetime disqualification from the St. George leagues and tournaments.. A player found using an altered bat may be disqualified from playing in St. George for up to 5 years. Also the team will forfeit the game. All bats must have a safety knob that is a minimum of ¼” protruding at a 91 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. **A flare or cone grip attached to the bat next to the safety knob will be considered illegal unless it is at least ¼” from the safety knob.****
9. All games will use the commit line and the second home base. Any runner advancing beyond the commit line must advance to home and will be eligible to be put out if a defensive player has the ball and touching home plate. The second home plate will be used for all runners scoring. A runner touching the first home plate will be declared out, only if there is a play at home. If no play at home, the runner will not be declared out.
10. A team may start with 7 players. If starting 7 players, the team must use a pitcher and catcher. The remaining 5 players may play any position. There is no out declared if a team is starting with less than 10 players. If a player is injured or ejected and there is no replacement/substitute, an out will be declared when that player is scheduled to bat. Any time a team has less than 7 players, the team will forfeit the game.

11. **Stealing 2<sup>nd</sup> and 3<sup>rd</sup> base is allowed for all A, B, and C men's games. Please note this modified stealing rule is for the St. George Leagues only. As per AFA rules, a runner may advance at their own risk when a pitched ball hits the ground or crosses home plate. The ball is live until returned to the pitcher. The play at home will be a force play with the runner running to the second home plate. Runners may not advance (steal) if the ball hits the batter or umpire before being touched by the catcher. All Co-Ed, Senior's, and Men's D and E games, stealing will not be allowed.**
12. **The Softball Coordinator may move teams to a higher or lower level league if it is determined that teams are not playing at the level of the league they are in. This move may be during the league or it may be made during the start of the playoffs.**
13. **A frozen roster must be submitted to the Site Supervisors on the 4th week of a full league and on the 3rd week of a mini league. The roster must have all of the information included on roster in case of a protest. A protested player with incomplete information on the roster will be an illegal player. The Softball Coordinator may allow a team to add players in hardship cases (i.e. a team does not have 9 players to continue league play). Hardship add-on players may not be players who play at a higher level than the league the team is playing.**
14. **Coaches are responsible for the conduct and actions of their players and fans. It is the Coaches responsibility to ensure good sportsmanship at times, including to ensuring only legal bats are being used by the team. Only the Coach is allowed to communicate with the umpire if there are questions regarding a play or rule. Any other player involved in a discussion with an umpire risks being ejected.**
15. **A player who has been ejected for any reason is not eligible to play in any St. George leagues until they have contacted the Softball Coordinator. After review of the ejection by the Softball Coordinator, which will include a review of the umpire ejection report, the Site Supervisor's Incident report, and the player's statement, the Softball Coordinator will determine if a suspension is warranted. Please note that all action of the player, including what lead up to the ejection, what caused the ejection, and what happened after the ejection will be used to determine if a suspension is warranted and if it is for how long.**
16. **NO ALCOHOLIC BEVERAGES OR SMOKING ARE ALLOWED ANYWHERE IN THE SOFTBALL PARK COMPLEX**