

Collier County Parks & Recreation
North Collier Regional Park
15000 Livingston Rd
Naples, FL 34109
239-252-4022



Revised: 05/14/24

Collier County Parks & Recreation

Adult Softball League Rules

LEAGUE RULES AND REGULATIONS

Collier County Parks and Recreation reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers will be notified. In addition, Collier County Parks and Recreation reserves the right to add additional rules and regulations when they will benefit the program.

The National Softball Association (NSA) Rules on Slow-Pitch Softball will apply to all leagues and tournament situations not covered in the Collier County Parks and Recreation League Rules and Regulations. For equipment and safety concerns Collier County Parks and Recreation may refer to one or more, but not limited to the following softball associations: Amateur Softball Association (ASA), United States Sports Specialty Association (USSSA), Independent Softball Association (ISA), Senior Softball USA, Softball Players Association (SPA), National Softball Association (NSA), etc.

A. Eligibility:

1. All players must be eighteen (18) years of age prior to participating.
2. All players should carry a driver's license or picture identification to all games in case of challenge. If a player is challenged, they may be asked to prove age.
3. Teams must have matching uniforms or matching colored shirts. At least 7 players must be in uniform and pick up players must be at the bottom of the lineup. Teams need to make sure players on their team have uniforms by week 4.

B. Participation:

1. Captains must attend the captain's meeting prior to the start of the season. If the captain cannot attend, someone will need to attend in the captain's absence.
2. Players may only be on one (1) team roster within the same league night.
3. All players playing must be on a team's roster and have a government issued ID at the field of play.
4. Players will go to Collier County's Team Sideline website (<https://www.teamsideline.com/sites/colliercountyfl/home>) and fill out their teams Waiver/Roster form. Rosters may be adjusted up until the roster lock on week 3. Player can only be on one roster per league night.
5. After the roster lock, all players must be on a team Waiver/Roster form. If someone is not on a team waiver/roster form, they are considered an illegal player and that player will not be eligible to play. *(This is the responsibility of the team captain.)*

C. Rosters:

1. Official rosters will be held by the Collier County Parks and Recreation Athletic Department staff.
2. Team Roster must be submitted before the first pitch of the first game.

3. All rosters must contain at least nine (9) players and no more than twenty (20) players.
4. Any person that will be in your team's dugout must be on your team roster as well.
5. Players may be added or deleted from the roster up until the roster lock date (Week 3).

D. Game Time:

1. Each game is scheduled for a one (1) hour window. Games will begin at 6:30pm, 7:30pm, and/or 8:30pm. Clock will begin immediately after the plate meeting and line up are handed in. "Play Ball" will be announced by the umpire.
2. A ten (10) minute forfeit time will be allowed.
3. Games will consist of seven (7) innings or 60-minute time limit.
4. Regular season games will be 60 minutes or seven (7) innings no new inning after 55 minutes.
5. In the event of a tie during the regular season no extra innings or time will be played. The game will end in a tie.
6. Playoff games will be 65 minutes or seven (7) innings and no new inning after 60 minutes.
7. In the event of a tie during the playoffs the game will end with a "Texas-Tie-Break".
8. Championship Games will be seven (7) innings and no time limit. Extra innings will be played until a team is leading after the completed inning.
9. The "Mercy Rule" applies to all regular season games, playoff games, and championship game.
10. If a game has completed 4 innings and a game gets rained out it will be considered a completed game. At the bottom of the 4th inning if the home team is winning it will be considered a complete game. If the home team is batting in the bottom of the 4th inning and losing that game, it will not be completed, and the game will be replayed from the beginning.
11. If a game is forfeited the score will be 7-0.

a) Mercy Rule:

- I. 15 runs after four (4) complete innings
- II. 12 runs after five (5) complete innings
- III. 10 runs after six (6) complete innings

b) Texas Tie Break:

- I. If the game is still tied after either seven (7) innings or 65 minutes. (Playoffs only)
- II. Teams will place the last batter on second base.
- III. The count will start 1-1 and once the team gets three (3) outs the other team will come to bat with the same rules.
- IV. If the Texas Tie Breaker ends in a tie. We will play another round of the Texas Tie Breaker with a 1 Pitch Rule. If it's a ball, you walk, if it's a strike you're out.

E. General Playing Rules:

1. It is recommended that pitchers wear protective gear such as a facemask, chest protector, and/or shin guards.
2. Each team is responsible for providing their own balls while they bat. It is recommended that teams put markings on their softballs.
3. Collier County Parks and Recreation will provide the umpires. The home team is responsible for keeping the “official” score book. It is recommended that the visiting team also keep a book in case of discrepancies.
4. Each player must be on a roster and line-up card before they enter the field of play. If you have subs on the line up other than the DH’s they must be announced that they are coming into the game.
5. Team managers/captains must submit a lineup card to the home plate umpire before the start of the game. The lineup cards must contain first and last names. All players on the lineup card must be in the dugout when the lineup card is submitted to the umpire. Games will not begin until both teams’ lineup cards are submitted.
6. During the regular season, teams will have an even split of Home and Away games. This will be labeled on the online schedule and the official scoresheet provided to the umpires. During playoffs, the home team will be based on seeding.
7. Only the manager/captain may discuss a rule interpretation with an umpire. Judgment calls are not a rule interpretation. Team players may not get involved in the discussion unless permission has been granted by the umpire.
8. All batters will start with a 1 ball and 1 strike count. Once the batter gets three (3) strikes they are out.
9. No more Courtesy Pitches. Either 3 strikes or 2 strikes and a foul ball will be an out.
10. Metal Cleats are NOT permitted.
11. Teams must have matching uniforms/jerseys. Numbers on the back are required. At least 7 of your players must be in uniform. Pickup players should not be wearing the teams matching uniform. The pickup players need to be added at the bottom of the lineup.
 - a) Penalty: 1st infraction= Warning. We will have to adjust your lineup to the correct position. 2nd infraction= ejection and an out every time that player would have come to bat.
12. During Double Play Situations, the base runner advancing towards 2nd base must either slide or get out of the way to keep from interfering with a throw to 1st base. This play is a “judgment call” designed to keep the players safe. This play only affects plays at 2nd base.
13. If a base runner on First or Third wishes to step off the base into foul territory, they must inform the umpire of his/her intent before they are eligible to step off. (The base runner must retouch the base to advance). If the base runner steps off the base without informing the official and the pitch has been thrown, it will result in a dead ball and the base runner will be out.
14. Gate Rule: If the offensive team leaves their gate open and the ball goes through the gate, the offensive team will not be able to advance an extra base. If the defensive team leaves

the gate open and the ball goes through the defensive gate, the offensive team will be able to advance the extra base.

15. Home Runs:

- a) COED/Men's Thursday/Church
 - I. Teams are allowed four (4) homeruns per game.
 - II. All home runs after the fourth will be inning ending.
- b) Men's Tuesday (Competitive)
 - I. Teams are allowed six (6) homeruns per game.
 - II. All home runs after the sixth will be inning ending.

16. Pitching:

- a) Men bat with a 12-inch .44 CORE – 375/400 compressions.
- b) Women bat with a 11-inch .44 CORE-375/400 compression
- c) Pitchers must pitch a minimum of 6ft and a maximum of 10ft.
- d) Strikes: If the ball contacts the white home Plate or the black mat.
- e) Balls: If the ball does not hit home plate or does not touch the black mat.

17. Pitching Screen:

- a) The bottom bar of the pitching screen must not exceed the front of the first pitching rubber. (See Example A)
- b) When placed, the side bar of pitching screen may NOT exceed the width of the front pitching rubber. (See Example B)
- c) IF pitcher isn't wearing a mask and delivers a pitch, they must step **entirely** behind the pitching screen and must remain there until the ball has been hit by the batter. They cannot be the first player to contact the ball after it has been hit by the batter. Once a fielder (other than the pitcher) contacts the ball the pitcher is then eligible to be a part of the play and can take off mask.
- d) If a pitcher does not step behind the pitching screen after a pitch has been delivered and attempts to field the ball, the play will be declared dead. The batter will be awarded the base.
- e) If the pitcher wishes to field the ball, they **MUST** have a protective mask or helmet with a face covering.
- f) Pitchers are the only players allowed to move the nets. The screens must be stationary after the pitch has been made.
- g) If the batter hits the ball in play which then hits any part of the screen the play is ruled dead, the first time will be considered a strike and second time the batter will be out. If the batter hits the net and has two strikes the batter will be out.
- h) If the ball makes contact with a player in fair territory before hitting the screen it's a live ball. Any ball thrown into the screen by a defensive player will be a live ball and runners may advance at their own risk.
- i) The pitcher may take the mask off and field the ball in the event of an infield pop fly.

18) Home Plate:

- j) All Coed leagues and Church leagues will play with a safety home plate.
- k) All Men's leagues will play with a regular home plate.
 - I. Safety Home Plate:
 - i. All plays at home will be timing plays (force outs) with the defensive player actual home plate and the runner touching the safety home plate.
 - ii. There are no tags at home.
 - iii. A 30ft commitment line will be in place to determine if a base runner must go home.
 - iv. Base runners will be called out if they slide.
 - v. Base runners will be called safe if they are tagged.

19) All Coed Leagues:

- II. A minimum of 9 players are needed to play. Maximum of 10 players allowed on the field. Batters must alternate between male and female. **If you play 5 of one gender and 4 of another the 10th batter will be an out.**
- III. 12 players maximum allowed on a lineup. The 11th and 12th players will be DH (1 male and 1 female). You are not allowed to bat 11 players. MUST bat either 10 or 12.
- IV. Below are the only formats allowed:
 - 10 players: 5men and 5women. **This format is the new standard format.** (CANNOT bat more than 2 men in a row only when playing 6/5).
 - i. iv. 10 players: 5 men and 6 women or 6 men and 5 women. There is NO PENALTY for batting more than 2 women in a row.
 - ii. v. 10 players: 5 men and 5 women.
 - iii. vi. 12 players: 6 men and 6 women. The 11th and 12th players will be DH (1 male and 1 female)
- V. If 2 males are batting back-to-back, the first male walked will take 1st base, the 2nd male walked will take 2nd base, and the female coming up to bat will have to bat. (In a 2 out situation the female will have the option to bat or take the walk.)

1) All Men's league (Men's Open and Church):

- I. 9 players are needed to play. (The 10th batter will NOT be an out)
- II. If you start with 10 players and a player is ejected or leaves the game, it will be counted as an out.
 - i. Substitutes are allowed.
- III. 13 players maximum allowed on a lineup.
 - i. Injured players will not count as an out.

18. Bats:

- a) All bats must be NSA approved & have the official NSA Logo.
- b) There is NO longer an approved bat list. If your bat does not have the NSA Logo, it is considered illegal.
- c) There will be random bat testing. (If the pitcher gets hit in the leg or any other part of the body the bat will be tested.) If the bat passes you will get it back. If the bat does not pass, then I will put your name and a sticker on it, and it will go in the office. You will get bat after the game back and will not be allowed to use it.
- d) If player is caught using the bat during a game after being tested the player will be ejected and suspended at least 5 games. (If player is caught a 2nd time he will be Banned from the league.)

19. Pick Up Players:

- a) Coed, Men's, and Church League:
 - I. Pick up a maximum of 2 players to make 10.
 - II. Players must be added to the end of the lineup card.
 - III. If you have at least 10 players on your roster that are present for the game, you **may not** pick up additional players.

20. Courtesy Runner:

- a) A base runner may be substituted by any player on your lineup once per inning per sex. (ie. man sub for man and/or woman sub for woman)
- b) Player must be of the same sex.
- c) If a base runner is on base when it is his or her turn to bat, they will be called out.
- d) The runner will continue to stay on base.

21. 180 Foot Line (COED ONLY):

- I. While a woman is batting, all outfielders must stand behind the 180ft line and all infielders must be on the clay until the batter contacts the ball.
- II. If an outfielder is inside the 180 ft line or an infielder is outside the clay when the batter makes contact with the ball, the batter will be called safe.
- III. While a male is batting a female infielder may step off the clay and be on the grass. (Maximum 10ft)

22. Playing Field (COED ONLY):

Coed Format: 6/5 or 5/5 or 6/6

- I. For ALL Coed teams playing , the outfield must consist of 2 male and 2 female players. No exceptions. The other 2 females must play in the in-field.

Coed Format: 5/5 or 6/6

- II. For All Coed teams that are playing 5-5, the 3rd female must be the pitcher or the catcher.

F. Game Officials:

1. Umpires are provided by CCPRD. All officials are registered with NSA and abide by the rules and regulations set forth by the association.
2. When you want to appeal a call made by the umpire, please go to the umpire that made the call to ask for help.
3. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire.
4. If you are a pickup player, you must wear your team jersey that you are rostered on and must be put at the bottom of line up.
5. If you are caught attempting/playing with an illegal line up.
 - a) 1st time -- Warning. You will be asked you to fix it.
 - b) **2nd time – The offending player is removed from the batting line up. The offending players spot in the batting lineup will be an out. Player may still play Defense.**
 - c) **3rd time – The player and coach will be suspended at least 2 games.**

G. Duties of the team Coach/Manager:

1. It is the duty of the coach/manager to see that the roster of his/her team is submitted in accordance with the established deadlines of the league director.
2. To see that his/her team warm-ups are a safe distance from all infield spectators. No warm-ups will be allowed on the infield surface of the assigned playing field.
3. To see his/her team reports to the field for games unless officially notified of a cancellation, regardless of weather or other factors.
4. No person under the age of 18 is permitted in the dugouts or on the playing field at any time. Only registered players are allowed in the dugout. (One scorekeeper at least 18 years old is permitted but must be on roster.)
5. If you have subs they must be announced to the umpire when they are going into the game.

H. Rain Outs/Lightning:

1. If the first game on a day is rained out (or called due to lightning), all games on that night are also canceled. CCPRD will attempt to reschedule all rainout games, as close to regular schedule patterns as possible. However, if time or field

- availability does not permit rescheduling, the games will be dropped from the schedule. Teams unable to make up a rescheduled game will forfeit that game.
2. Rainouts will not be cancelled sooner than 5PM. Please do not call earlier to find out if games have been cancelled or ask, "How does it look for tonight's games" at 11:00 AM. Teams may look on www.collierathletics.com for rainout information as well.
 3. The supervisor on duty will have the responsibility of determining that lightning is in the area. This determination can be visual or through use of a lightning prediction system. If the Thor Guard (lightning prediction system) sounds once, this means lightning is in the area and players will be asked to get off the fields and to safety for the time being as the facility is closed. The staff will delay the games up to 30 minutes, to give time for the lightning to clear. If the "all clear" sounds prior to 30 minutes, games will continue as normal. Once 30 minutes passes, all games will be called (including the games that follow) as discussed in point one. If a game being played has completed at least 4 full innings when lightning alarm goes off, this game will be considered complete if the game is unable to resume after the weather passes due to time constraints. Please email staff if you have a question about the completion of a game. Refer to Athletics Practice AT0008 for more details.

I. Make Up Games:

1. Make up games will be played during a two-week period after the last scheduled game. Refunds will not be issued if every attempt and opportunity has been addressed to play the guaranteed number of games.

J. Protests and Forfeits:

1. All roster protests must be done at the time of the initial home plate meeting. This will be your **ONLY** chance to protest. **NO EXCEPTIONS**
2. The umpire will also let the opposing team know that the game is being played under protest.

K. Regular Season Format:

1. 10 game-format (Fall/Winter/Spring):
 - i. All divisions will play a 10-game round robin format.
 - ii. We may split into Upper and Lower divisions at the start of the regular season based on standings from the previous year.
2. Thursday Men's League and Wednesday Coed:
 - i. We will split the league into **GOLD** and **SILVER** divisions at the start of the season. Placement will be determined by the standings from the previous season.

L. Post Season:

1. Playoffs are NOT guaranteed. Number of playoff spots will be determined by the number of teams in your division. (ie. 12 teams in division, 8 playoff spots).
2. Playoffs will be Single Elimination.
3. Teams tied at the end of the season will use a tie break.
 - i. Tie break:
 - #1: Head-to-head
 - #2: Differential in head-to-head games if 2 games are played.
 - #3: Total runs allowed during season.
 - a. If 3 teams tie, tie break #3 will be used.

M. Awards:

1. 1st Place in their League will receive a Championship Trophy and dri-fit championship T-shirts.
2. 2nd place team for each division will receive a 2nd place trophy.
3. The regular season record is used solely to determine your playoff seeding. No awards will be given for regular season standings. You must come in 1st or 2nd place in the playoffs to receive a trophy and/or T-shirts.

N. Code of Conduct:

1. Physical Misconduct:

- i. No Individual Shall: At any time, strike, shove, threaten to strike, or lay a hand upon an official, County Employee, player or spectator.
- ii. No Individual Shall: Use unnecessarily rough tactics before, during and after a game.
- iii. Threats will be considered physical contact and may be filed for the above examples of misconduct.
- iv. **Any physical contact will not be tolerated! This will lead to yearlong suspension or a banned from the league indefinitely.**

2. Verbal and Visual Misconduct:

- i. No Individual Shall: Engage in an abusive, verbal attack upon any official, county employee or individual on or off the contest area.
- ii. No Individual shall: Use trash talk; profane; obscene; or vulgar language, under any circumstances, on or off the contest area.
- iii. No Individual Shall: Threaten an official, county employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot." **Committing this act of misconduct will lead to a full season suspension from all league activities.**
- iv. No Individual Shall: Engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.

- v. No Individual Shall: Except the coach/manager, contest the decisions of an official or county staff employee.
- vi. **1st Infraction** – 1-week suspension (All Leagues and All League Activities)
- vii. **2nd infraction**— A full season suspension (All Leagues and All League Activities) and a 1-year probation period
- viii. **3rd Infraction** --- A yearlong suspension or a banned from the league indefinitely (All Leagues and All League Activities)

3. General Misconduct:

- i. No Individual Shall: Refuse to abide by an official's decision.
- ii. No Individual Shall: Appear in the contest area under the influence of alcohol or drugs.
- iii. No Individual Shall: Consume alcoholic beverages on Collier County property or while the team is participating in a game or in the contest area.

4. Penalties:

- i. Collier County Parks reserves the right to review, evaluate, and determine the severity of any given misconduct and what type of penalty will be applied to any given player and/or team!

5. Alcohol:

- i. The use of alcoholic beverages on Collier County property is prohibited.
- ii. First violation may result in a \$75 fine and will result in a 1 game suspension for the player.
- iii. Second violation may result is a \$75 fine and will result in a 3-game suspension for the coach and player.
- iv. Third violation may result in a \$75 fine and will result in a ban from all Collier County Parks and Beaches.
 - \$100 fine for glass containers.

6. Dogs:

- i. Dogs are permitted in the park.
- ii. Dogs must be always on a 6ft leash and in control of its handler.
- iii. Dogs are not permitted on playing fields or in dugouts.
- iv. Dogs may not be tethered to a fence or a tree.
- v. Please clean up after your dog.
- vi. You may be cited with a \$50 fine for not following our domestic animal ordinances.

O. PARK STAFF RESERVES THE RIGHT TO CHANGE, MODIFY, OR ADD ANY RULES AT ANY TIME.