

Sioux Falls Church Softball League Rules & Policies

(Official USSSA Slow-pitch Softball rules will be observed with exceptions noted in the following items below)

Updated 2/1/2020

Facilities & Location

Sherman Park – 12th & Kiwanis Ave, Sioux Falls, SD

Eligibility

All players must meet the following eligibility requirements:

1. Players must be at least sixteen years old.
2. Players are allowed to play on only one team (*even if that church has more than one team*).
3. Games played using illegal player shall result in a forfeit for that team.
4. All players on a team shall properly wear uniforms that are IDENTICAL in colors, logo, design, and style. An Arabic whole number (0-99) of contrasting color, at least 6 inches high must be worn and visible on the back of all uniforms. No players on the same team may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.) All numbers must be permanent – no tape, etc. will be allowed. Church teams will not be allowed to use equipment or uniforms advertising vice items or handled case by case by the executive committee.

League Format

5. Team with best overall record at end of season will change Divisions the following year regardless of position in Standings for each Half; likewise, team with worst overall record at end of season will change Divisions the following year regardless of position in Standings for each Half. (tie-breaking procedures will be as follows):
 - a. Tiebreakers for 1st and last place shall be determined based on head-to-head matchups between involved teams. *Total runs scored will be the determining factor when 2 or more matchups are played & a split of the games played is involved.*
 - b. In the event that no tiebreaker can be determined (i.e. same total runs for both teams), then a 1 game playoff at the end of the season shall determine either champion or last place team.

FYI: The above scenarios will also be used at the end of each half to determine tournament seeding, if necessary.

Game Format

6. 6:30 & 8:30 games will begin with prayer by Home Team.
7. Each Team must have at least seven players to start a game or it will be recorded as a forfeit.
No out penalties are enforced unless a team drops below initial lineup number.
8. No new inning after 56 minutes of play—all innings started shall be finished. Ties will stand. Scoreboard clock shall be used to determine time limit (if scoreboard and/or clock is non-functional then umpire shall use watch to determine when time limit is up). Umpire is responsible for Official Time.
9. Texas league (1 ball, 1 strike) count will be in effect for all games.
10. Five Home Runs per game per team --- All other Home Runs are recorded as Outs.
A no trot rule (optional) is in effect for all Home Runs.
11. A 20-run rule after 3 innings and a 15-run rule after 5 innings is in effect, unless game exceeds time limit or is called because of weather.
Valid games must be at least three innings to be recorded as an official game.

12. Lineups can have unlimited batters --- Everyone may bat that is an official rostered player.
After game starts, extra hitter(s) may be added to bottom of lineup as long as leadoff hitter has not batted a 2nd time.
Otherwise extra players must be used as subs for remainder of game.
Exception: Teams may add any extra players (up to 10 total players) to the bottom of the lineup at any time during the game.
- No out penalties will be enforced unless a team drops below the # in the initial starting lineup.
13. Free Substitutions -- players must stay out at least one inning before returning to the lineup.
 - a. A substitute (courtesy) runner may be used in the event of injury; however, the player that is substituted for must stay in the game if there are no bench players to replace him/her, otherwise an out will be recorded when his/her spot comes up again in the line-up. (Only 1 runner per inning may be used unless there is more than 1 injured player in that particular inning). [If a pinch-runner is being used for anything other than an injury to a player, then he/she MUST stay in the game for at least one complete inning (in the substituted players batting spot) & the player substituted for MUST also stay out for 1 complete inning].
 - b. Courtesy Runner must be last recorded out of game. (If 1st inning & no outs have been recorded, then courtesy runner can be anyone in lineup per umpire's approval).
14. Sliding – sliding is recommended on any close play. However, if there is there is no slide on a close play & no contact is made, runner shall be declared safe if no tag or force out is made. If contact is made without a slide, it shall be umpires discretion if runner shall be declared out on play (intent).

General Rules

15. Ground Rules will be discussed prior to beginning of game to clarify boundaries or special circumstances.
16. Bats will have solid tape (no frails). Bats will be free of dents and cracks. All bats must have Church League sanctioned sticker in order to be legal for league play.
17. Umpire will verbally call an “illegal” pitch while ball is in air (flat or too high).
18. No Warm ups for pitchers and players after the 1st inning. Substitutes will be allowed to warm up as needed.
19. Umpires are required to wear red shirts. Umpires will be paid ASAP at the end of each month.
20. Home Team is responsible for official score and reporting results to Division Commissioner.

Player Conduct

21. Alcohol – No open container in the dugout. If you are inebriated by the umpire's judgement, the umpire will talk to your manager and you will no longer be able to play for the rest of the night.
22. Smoking – No smoking in stands or dugouts.
23. Swearing – If umpire hears player exclaim Sh, F, GD, or JC player
 - 1st Offense – player must sit out for one complete inning.
 - 2nd Offense – player is done for the night.****Note**** A verbal warning will be given during before the game during prayer.
24. If a player uses vulgar language, threatens, or becomes a threat to umpire after ejection from game, even if the game is over
 - 1st Offense - player shall serve a 1 night or 2 game suspension, whichever is greater.
 - 2nd Offense - player shall be suspended for one (1) year from the time of the infraction or incident.
25. Any ejection occurring during tournament game shall result in player being suspended for remainder of tournament; If such player is found to be playing in a game after ejection, then entire team shall be ejected from the tournament.
26. Any player that strikes or hits an umpire intentionally for any reason shall be suspended from the league for one (1) year from time of infraction or incident. Player must apologize to umpire either verbally or in written form before reinstatement shall be granted.