



# 2022 JCPRD Slowpitch Rulebook



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## **\*The 2022 USSSA Rule Book will govern play with the following exceptions/clarifications\***

### 1. Equipment

- a. Only Pro M, Classic M, Classic M+ and Classic W USSSA balls are allowed and must be stamped with the USSSA stamp.
  - i. These balls can be purchased at each of the concession stands
  - ii. Only bats with the USSSA Stamp are approved to be used in JCPRD league play
  - iii. A bat that is determined to be illegal (not USSSA Stamped) will be thrown out of the game, not to be used again
    1. If the bat is determined to be illegal, during or after an at bat (before the next batter steps in the box), then the batter is called out and all runners must go back to their original bases
    2. Illegal bat determinations will be made by the umpire on that field and the complex supervisor at the time
    3. NO METAL SPIKES will be allowed
  - iv. JCPRD Strongly recommends pitchers and infielders wear masks to help avoid injuries

### 2. Game length

- a. JCPRD League games will be 7 innings in length
  - i. The time-limit for the games will be 55 minutes
    1. No new innings will begin once the 55 minute time limit has expired
    2. The official clock is to be kept by the umpire
  - ii. **New in 2022** - Away teams are given a ½ point advantage in the 7<sup>th</sup> inning or final inning as determined by time limit
    1. In the result of a tie at the end of 7 innings or the expiration of the time-limit, the away team is determined the winner instead of the game going to extra innings
    2. ½ run advantage for the away team is only applicable in the final inning of play (7<sup>th</sup> or time limit) and will not have any effect on run rules

### 3. Roster Rules

- a. Each player that plays in a JCPRD league game MUST be on a roster for the current season in play
  - i. Rosters are kept in the if your team needs to add a player
- b. Teams may bat their entire roster despite only having 8-10 in the field
- c. The batting order must not change during the game
- d. If a team has substitute players, they may enter the field at any time there is a dead ball
  - i. Substitutes must enter the batting order in the same spot as the player that they substituted in for
- e. Men's leagues have the following roster rules:
  - i. A team must field a minimum of 8 players in order to start or continue a game
  - ii. A 15 minute, optional, waiting period will be given to team with the correct amount of players to see if their opponent will come up with a legal amount of players

1. After the 15 minutes, the game will be called a forfeit
2. The team with the correct amount of players can call the game a forfeit at game time if they please
- iii. Females are allowed on the men's rosters but must play by all of the rules in the men's leagues
- f. Mixed leagues have the following roster rules:
  - i. A team must field a minimum of 8 players in order to start or continue a game
    1. 4 men & 4 women must make up the 8 player minimum
  - ii. Teams may play with 9 players in these combinations:
    1. 5 females & 4 males
      - a. A female is required to bat leadoff
    2. 4 females & 5 males
      - a. A female is required to bat leadoff
        - i. An out is taken after the 4<sup>th</sup> male bats the first time through the batting order
        - ii. After the first time through, the order must alternate between female and male without any back to back hitters of the same sex
        - iii. The female that bats leadoff will bat a second time before the 5<sup>th</sup> male bats but not outs will be taken
  - iii. A 15 minute, optional, waiting period will be given to team with the correct amount of players to see if their opponent will come up with a legal amount of players
    1. After the 15 minutes, the game will be called a forfeit
    2. The team with the correct amount of players can call the game a forfeit at game time if they please

#### 4. Scoring Rules

- a. In all JCPRD leagues, the mercy run rules are as followed:
  - i. 15 runs after three innings of play
  - ii. 12 runs after four innings of play – *New in 2022*
  - iii. 10 runs after five innings of play

#### 5. Homerun Limits

- a. In all JCPRD leagues, the following homerun limits are in effect:

<u>Advanced Games</u>	<u>Intermediate Games</u>	<u>Recreational Games</u>	<u>COED Intro</u>
8 HR Max <i>New in 2022</i>	5 HR Max <i>New in 2022</i>	2 Homerun Max	No HR League <i>New in 2022</i>

#### 6. At Bat Rules

- a. One courtesy foul is allowed for ALL divisions in JCPRD league play

#### 7. Courtesy runner rule

- a. One courtesy runner is allowed for ALL divisions in JCPRD league play
  - i. The courtesy runner can be anyone on the roster/line up.
  - ii. 1 per inning 1 per gender

#### 8. Forfeit Rules

- a. In an attempt to re-schedule a game, you must call 913-826-2900 by 3pm on the day of your game
  - i. Your opponent will be called and given the option to take the forfeit victory or find a mutual day/time to re-schedule
  - ii. Any call after 3pm will result in a forfeit
- b. For double header leagues, you must have all team members on the field within 30 minutes of the first game in order to play the second game of the double header

#### 9. Player conduct

- a. Team managers are responsible for the conduct of their players and fans

- b. The umpire has final say on all calls and rules that do not contradict any other JCPRD rules
- c. All ejections/incidents will be reviewed by the league coordinator and the sportsmanship committee who will decide whether to suspend certain players or teams
- d. No foul language will be used
  - i. The umpire has the right to eject any player refusing to abide by this rule

**10. County Policies**

- a. The Johnson County Park and Recreation District reserves the authority to forfeit any game in which an infraction of league rules has been committed.
- b. The Johnson County Park and Recreation District reserves the right to remove any player from competition for the entire season for directing harmful or abusive language at officials, league supervisors, or individuals of the opposing teams and for unsportsmanlike conduct of any variety.
- c. All personnel employed by Johnson County Park and Recreation District to officiate and supervise games in all leagues have the authority to eject players from the game, from the bench or to stop and forfeit game to the opposition, if, in their opinion, any league rule is abused.

**11. Complex Rules**

- a. No pets may be brought into the complex at any time
  - i. Anybody who brings a pet will be asked to leave by JCPRD staff
- b. Per State Law, No alcoholic beverages may be brought into or out-of the complex at both Mid America and Heritage Park at any time
  - i. If you or your team are found with outside alcohol you will be asked immediately by staff to throw it away or return it to your vehicle. Game play will stop if needed until the alcohol is taken care of.
    - 1. Player and team information will be taken and reported to the league coordinator.
    - 2. The league coordinator and sportsmanship committee will then determine if player or team suspension will take place.
  - ii. If additional issue arises Park Police will be notified immediately.
- c. No sunflower seeds or gum will be allowed at Mid-America Sports Complex
- d. No explicit music will be tolerated
  - i. Anyone not wanting to abide by this rule will be asked to turn off all music
  - ii. Further action will take place if music is not turned off resulting in suspension of music privileges and possible game forfeit
- e. Any bag or coolers brought into the complex will be subject to search by staff if necessary.

**Schedules, Standings & other league information will be kept at**

<https://www.jcprd.com/385/Adult-Slowpitch>

The tie-break procedures for standings are as followed:

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| <p><u>2 Team Tie</u></p> <ol style="list-style-type: none"> <li>1. Head to Head Record</li> <li>2. Head to Head run differential</li> <li>3. Season run differential</li> </ol> | <p><u>3 or More Team Tie</u></p> <ol style="list-style-type: none"> <li>1. Run differential is games involving tied teams</li> <li>2. Season run differential</li> <li>3. Total runs allowed</li> </ol> |
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<p><b>Adult Sports Coordinator</b>          Ryan Scheibmeir          913-826-2903  <a href="mailto:Ryan.scheibmeir@jocogov.org">Ryan.scheibmeir@jocogov.org</a></p>	<p><b>Umpire Coordinator</b>          Tom Prendergast          913-826-2921  <a href="mailto:Tom.prendergast@jocogov.org">Tom.prendergast@jocogov.org</a></p>
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