Grapevine Parks and Recreation
Adult Softball - Rules and Regulations

Revised 7/22/2026

USA/ASA Rules Link

TAAF Adult Softball Rules Link

All league games will play at the Oak Grove Softball Complex, 2700 Dove Loop Rd, Grapevine, TX 76051.

All league games will be played in accordance with the current USA Softball (formerly ASA: Amateur Softball Association) Official Rules and the current Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports, with the addition of the following:

I. Eligibility

1. No residency or employment requirements.
2. Players in all adult leagues must be sixteen (16) years of age or older prior to the start of league play.
3. Coaches/team captains are responsible for their rosters to match the players' identity. All players must carry a valid picture identification with them during all league games.
   - If the illegal player is found before the game, they will not be allowed to play and the game will begin, dependent upon the number of players leftover.
   - If the illegal player is found during or after the game once rosters are final, the game will automatically be deemed a forfeit.
4. Players will be allowed to play on more than one team during a season **but cannot play on more than one team in the same league**. No team may pick up a player that is on another roster in the same division/night.
5. **In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the department's discretion.**

II. Rosters

1. Teams may add up to 20 players during the season, including playing captains. If a team wants to add any players past 20, then captains will have to drop players to remain at the eligible 20 players. You may do so with the department's Athletics Coordinator. No team may exceed 20 players at a time.
2. **Rosters are due by the first game of season.** Teams may add players up until their sixth (6) game. No team may add any players after the sixth (6) game. Rosters will be frozen after six

(6) games and that is what will be played with for the remainder of the season including the post-season tournament if the team qualifies. If a team has not submitted their roster, games will result in forfeits.

3. All team members must submit a roster form using the online roster link provided by the department. This is a requirement of all teams as the league uses it as a waiver to play with the City of Grapevine.
4. **Free Agents –** If teams need extra players, contact the Athletics Coordinator for the free agent list.

III. Equipment/Uniforms

1. All players on each team must wear uniform jerseys or similarly matching tops with permanently affixed, non-duplicated numbers. Players are NOT required to have matching shorts/pants/hats.
2. Umpires reserve the right to ban equipment that is deemed unsafe or illegal.
3. **Steel cleats/metal spikes are NOT allowed.**
4. **Jewelry** – Exposed jewelry, deemed dangerous at the judgment of the umpire(s), may not be worn during games. Players must remove jewelry if judged to be dangerous. If a player fails to remove their jewelry, the player will be removed from the game.
5. **Bat Policy** – Only ASA/USA approved bats will be permitted. Umpires and staff reserve the right to question, inspect, or remove any bat deemed suspicious of being altered or tampered with.
   - If a player is discovered to be using an illegal bat after the game has started, the player will be called out. Both the player and the bat will be removed from the game.
   - If an illegal bat is discovered prior to the batter entering the batter's box, the bat will be removed from the game and no penalty will be assessed to the player or the team.
   - Any time players have a question regarding the legality of a bat, they must ask the home plate umpire for a ruling prior to taking a position in the batter's box.
6. **Game Balls –** All softball game balls must be optic yellow in color and verified by the umpires prior to use. **The league does not provide game balls.** Teams are expected to provide their own or may purchase individual game balls at the concession stands for $7.
   - 12-inch ball with .52 core and 300 compression for male batters in Men's and Coed divisions
   - 11-inch ball with .52 core and 300 compression for women batters in Women's and Coed divisions.

IV. Playing Rules

1. Each team captain MUST initial the umpire's scorecard after each game. This will ensure that all records are correct and have been accepted by BOTH team captains. Failure to initial the umpire's score card will be an indication that the team captain has ACCEPTED the game

report and has forfeited his/her right to a review. League standings will be based on game and staff reports.

2. **Batting**:
   - Men's league teams are allowed an EP (Extra Player) and bat 11. If a men's team has more than 11, the remaining players will be considered substitutes.
   - All batters will begin with a 1 ball, 1 strike count. The first 3rd strike foul ("courtesy foul") will NOT be an out, but the second 3rd strike foul will be an out.
3. **Game Times and Schedule:**
   - An official game for Men's leagues will consist of fifty-five (55) minutes, seven (7) innings, or the "Run Rule," whichever comes first.
   - An official game for Co-Ed For Fun leagues will consist of fifty (50) minutes, seven (7) innings, or the "Run Rule," whichever comes first.
   - **Game schedules are posted on TeamSideline.com/grapevine no later than one (1) week prior to the beginning of the season. Schedule requests are due at registration. Requests will be considered but are not guaranteed.**
   - For rainout procedures on official game time, refer to Article VIII, Sec 1.
4. **Run Rule:**
   - 20 after 2 innings; 15 after 3 innings; 12 after 4 innings; 10 after 5 innings (4 ½ innings if home team is ahead).
5. **Field Dimensions/Layout:** All adult slow pitch softball leagues will have 50' pitching distance with 70' bases. The Oak Grove Softball complex has four (4) uniform fields labeled 1-4. Fences are 300' and infields are all dirt.
6. **Regular Season Ties**:
   - Regular season games may end in a tie.
   - If time expires at the top or middle of an inning, the top of the inning will be played in full. If the home team is ahead and remains ahead by the middle of the inning, the game will be declared over. If the home team is behind by the middle of the inning, the bottom half will be played until completed.
   - View post-season tie-breaker procedures in section IX. During post-season play, if the time limit expires or game goes into extra innings due to a tied score, the game reverts to a 3 ball, 2-strike conclusion (NO COURTESY FOUL – the first foul is an out).
7. **Home Run Limits: The following home run limits are PER TEAM. Any batter hitting a home run in excess of the home run limit is ruled as a dead ball out.**
   - **40+ League** – 5 home runs will be allowed
   - **Class D League** – 3 home runs will be allowed
   - **Church/Gateway League** – 2 home runs will be allowed
   - **Class E League** – 1 home run will be allowed. If the Men's E division splits up in 2 divisions:
     a **Men's E (East)** – 2 home runs will be allowed
     b **Men's E (West)** –1 home run will be allowed
   - **Co-Ed For Fun League** – 1 home run will be allowed

8. **Number of Players Required:** Teams must start and finish a game with at least nine (9) players. Teams who only have 8 players at game time may elect for a 5-minute grace period (see first sub-bullet point below). A team with nine (9) players will receive an "automatic out" for the open tenth batter spot, even in the event of an injured player.
    - **Five (5) minute grace period! The clock will start at game time. The team that is awaiting their ninth (9th) player will automatically be the visitors and forfeit the top half of the first (1st) inning. If the teams' ninth (9th) player does not show within the five (5) minute grace period, the game is declared a forfeit.**
    - If an injured player leaves the game as a runner or batter, the runner or batter shall be declared out.
    - When the injured player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
    - An inning or the game can end with the automatic out.
    - The injured player who has left the game cannot return to the line-up.
        a **Exception**: A player who has left the game under the blood rule may return after missing a turn at bat.
9. **Blood Rule**: A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time.
10. Any of the starting players may be withdrawn and re-enter ONCE provided such player occupies the same batting position, whenever they are in the line-up.
11. **Courtesy Runner:** Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. A courtesy runner may be used once per half-inning.
    - Note 1: In Co-ed leagues, both a male and female player may opt for a courtesy runner in each half-inning. Courtesy Runner(s) used in Co-ed play must be gender specific.
    - Note 2: If a courtesy runner's turn at bat comes while on base, the player who the courtesy runner is running for will be called out. The courtesy runner will be removed from the base and take their turn at bat. A second courtesy runner or a substitute is not permitted.
12. **Forfeits: Teams must notify the Athletics Coordinator of a forfeit 24 hours in advance IN WRITING VIA EMAIL. If a team does not provide proper notice, a $25 forfeit fee will be assessed to the team through the team captain's account or account used for registration in Amilia. Teams must pay the fee prior to their next scheduled game or they will forfeit their games until the fee is paid. Forfeits are recorded as a 7-0 Win/Loss.**
    - Teams who forfeit two (2) games are ineligible to compete in playoffs. If a team forfeits two (2) games but makes playoffs given their record, they will be dropped from playoff rankings, and the next best team will be moved up.
    - If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of the entry fee and 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 league night will not apply.

- If a team shows up and the other team no-shows as a forfeit, they will have use of the field for practice (except for the last game of the night) until ten (10) minutes before the next scheduled game time.
- Umpires are NOT required to officiate during forfeits.

13. In the interest of safety for players and children, all teams are asked to keep the gate from the dug-out on to the playing field closed at all times. No person under the age of sixteen (16) will be allowed on the playing field at any time during the game.
14. **Stealing:** All Men's leagues will observe the "steal rule." This includes games with a 3 ball, 2 strike count. Runners may advance when the ball reaches the front edge of home plate. Leaving early will result in a dead ball out.
15. **The Halo Rule will be enforced with all leagues**
    - If a batter hits a ball up the middle directly at the pitcher and/or path in flight passed the rubber – if in the judgment of the umpire to be dangerous (high risk of injury), the play will be ruled a dead ball out – runners will go back to the original base they started at time of pitch and the batter is out.
    - Chalked lines will be marked down 1 foot on each side of the pitching rubber to assist in discretion.
    - If the ball hits the ground before the rubber and then hits the pitcher, the Halo Rule will not be enforced as this is considered a groundball.
    - If the ball is above the pitcher's head when it travels through the Halo Zone, the Halo Rule will not be enforced.
16. **Pitching Arch:** The ball shall be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.
17. **Strike Zone** is the space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's back shoulder and the front knee.

V. Co-Ed Playing Rules

All playing rules (Section IV) will apply except for the following:

1. Co-Ed leagues may start with nine (9) players, five (5) of one gender and four (4) of the other. The automatic out rule will apply for the tenth batting position (See rule IV.7.).
2. Teams are allowed to play more females than males at any time during the game if there are less than 5 males. Players are limited to one particular team.
3. Teams at bat will be allowed to score a maximum of seven (7) runs per half inning depending on when the umpire signals "time".
4. Co-Ed leagues will observe a 50-minute time limit. No new inning will start after 50 minutes; the home team WILL be able to finish their half of the inning.
5. **Official Game Balls:** All softball game balls must be optic yellow in color and verified by the umpires prior to use.
    - 12-inch ball with .52 core and 300 compression for male batters in Men's and Coed divisions
    - 11-inch ball with.52 core and 300 compression for women batters in Women's and Coed divisions

6. **Defensively**, the pitcher and catcher must be of different gender. For the other positions, there must be an even number of males and females in the infield and outfield. The five (5) male fielders and five (5) female fielders may play any position as long as genders are evenly distributed between the infield and outfield. For example, two (2) males and two (2) females must take any position in the outfield; two (2) males and two (2) females must take any position in the infield. If a team only has 9 players, five (5) male and four (4) female, all 9 players can play defense with no more than 2 players of the same gender in the infield/outfield, as noted above.
7. **Offensively**, teams must alternate the batting line-up according to gender.
8. **Batting:** Co-ed teams may bat 12 but not 11 (one male EP and one female EP). If Co-ed teams have more than 6 males/6 females, the remaining players will be considered substitutes.
9. Any walk to a male batter will result in a two-base award. The next batter, a female, will bat. **Exception: With two outs, the female batter has the option to walk or bat.**

VI. Freeze Out Winter League Playing Rules

1. Teams play 30-minute double headers.
2. Each at bat begins with a full count (3-ball, 2-strike).
3. No courtesy foul.

VII. 40+ League Playing Rules

A. Home Run limit is **5 per team per game**

B. **Double First Base:** The batter-runner must use the safety base if a play is being made at the base unless avoiding a collision with defender (a runner touching both bases simultaneously is not out). To avoid collision, the batter-runner can use either bag. Defender **must** touch white bag to record an out on initial play unless making the play from foul territory.
   a. Calls involving the double base-safety base are live calls by the umpire (not appeal plays).
   b. After the initial play, the double base/safety base become one base.
   c. If a safety base is not installed on the field, please find the on-site staff member to address it.

C. All general playing rules will be used unless specified above.

VIII. Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 p.m. each day. Updates on field conditions during inclement weather will be sent out to team captains via TeamSideline.
2. **It is the team captain's responsibility to notify his/her players regarding field playability and schedule updates.**
3. **Rainout Hotline: (817) 410-3475 – updated by 3:30 PM.**

IX. Rain-Out Procedure

1. Rainouts will be made up on regular league play nights. **A game is considered official if it is called after 4 innings or 3 ½ innings if the home team is ahead.**
2. All make-up games will be called in its entirety.
   - Exception: If a league has more than two (2) games to make up, then all games will begin with a 3 ball, 2 strike count, and the third foul is not an out, the fourth foul is an out.

X. Tie-Breaker Procedure

In case of a tie for two (2) or more teams at the conclusion of the season, Grapevine Parks and Rec uses the TeamSideline tie-breaking procedure programmed for the league. The following tie-breaking procedures are:

1. Head-to-Head result(s) between teams tied.
2. If teams split in head-to-head games, Head-to-Head Run Differential in those games will be used.
3. If teams are still tied, record amongst Common Opponents will be used.
4. If teams are still tied, Strength of Schedule will be used.
5. If teams are still tied, Total Runs Differential will be used.
6. If teams are still tied, the Lowest Number of Forfeits will be used.
7. If teams are still tied, a coin toss will be used to determine the top seed.

XI. Conduct/Discipline – Zero Tolerance

The following guidelines have been established for the protection of the participants and the continuation of the league. The team captain is responsible for ensuring that the team and team's spectators cooperate with city staff and officials.

1. Grapevine City Ordinance Section #16-6 states, "It shall be unlawful for any person to possessor consume alcoholic beverages in the public park of the City."
2. No tobacco products, alcohol consumption, or smoking on park property or city fields.
3. **Zero Tolerance** - If a player is ejected from the game, it is the coach's responsibility to get that player OFF the field and OUT of the facility immediately. If the player refuses to leave in a timely manner, the game will be declared a FORFEIT by the game official.
4. Any player, coach, and/or captain ejected from any league game will be suspended for one (1) game following the day of the ejection. **Longer suspensions may apply based on the severity of the incident**. City staff have authority to lengthen the suspension timeline based on the severity of the incident when/where the ejection took place.
5. Players, coaches, captains, and spectators who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
6. Each team captain will be held responsible for the conduct of their fans and spectators.
7. Suspensions will carry over from season to season.

- A player suspended during the final game of one season will also be suspended for the first game of the next season

8. Verbal or physical violence, especially attacks on a game or tournament official immediately before, during or after a game, fights or confrontations between players, teams, or spectators, excessive foul language, threats, and/or inappropriate comments/remarks will not be tolerated. **Any players/team who are found to violate these standards WILL BE DROPPED from the league with NO REFUND and BARRED from playing in the Grapevine Adult Sports Leagues.**
   - No person shall at any time lay a hand upon, shove, strike, harass, or threaten opponents, teammates, spectators, city staff, or officials physically or verbally. Players in violation of guidelines should be ejected immediately and removed from further play.
9. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or longer, depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision **in writing** regarding the appeal. The office has the right to uphold, reduce, waive, or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.
10. The officials have authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the officials, staff member or official, fighting (before, during or after the game), any intoxicated condition detected by the officials before or during the game or any flagrant foul as determined by the officials.

XII. Park Rules

1. Alcohol is strictly prohibited by players and spectators at all times within the park.
   - If alcohol is found on the premises, an immediate ejection will be implemented
2. Patrons must observe the city's "Dog Leash Law" while at the park. No dogs allowed on the field or in the dugout.
3. No in-line skates, skateboards, or scooters allowed.
4. For the courtesy of all patrons, please observe all bicycle safety rules within the ball field areas.

XIII. Summaries

1. Normal ASA/TAAF rules will apply if not noted above.
2. The Parks and Recreation Department reserves the right to add, delete, or amend the rules, regulations, and policies for the betterment of the program at any time.
3. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

XIV. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the officials and give details of protest.
3. See that the official notifies the staff monitor and that the protest is recorded in the official scorebook as well as the Game Administration Report.
4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Parks and Recreation Department along with a $25 Protest Fee. Make check payable to "City of Grapevine." If protest is upheld, the fee will be refunded.
5. Judgement calls are not a basis for protests.
6. Rule interpretation protests must be filed before the next play.
7. The manager of the team opposing the alleged ineligible player must file Player eligibility protests before the last minute of the game. The manager must then complete numbers 3 & 4 above to complete the protest procedure.

XV. Umpire Information

If there are any questions or concerns regarding rules or officials, you may contact the Athletics Coordinator or contact Travel Sports Baseball at tsbumpire@gmail.com

XVI. Staff Information

1. Luke Clutterbuck, Athletics Coordinator – (817) 410-3477 lclutterbuck@grapevinetexas.gov
2. The REC of Grapevine – (817) 410-3450
3. There is an on-site monitor located at the athletic complex. This staff member is readily available for questions, game ball purchases, and other related adult league inquiries.