



MEN'S SLOWPITCH SOFTBALL LEAGUE 2026 RULES & REGULATIONS

Article I - Name

The name of the organization shall be the **Carlisle Parks and Recreation's USA Men's Softball League**.

Article II - Mission

To promote and conduct amateur softball contests for the mutual benefit and enjoyment of the players and for the development of positive sportsmanship and fair competition between the teams involved in this league.

Article III - Management/Playing Rules

This organization and all games shall be governed by the official U.S.A. softball rules. The organization will modify U.S.A. rules, as we see fit, by Carlisle Parks and Recreation. Team managers are responsible for carrying a copy of the league rules to each game. There will also be a copy of league rules in the field folder.

Article IV - Team Eligibility

- A. Amateur teams are eligible to enter provided the current registration fee, as set by the Recreation Department, is paid and they abide by the constitution and bylaws.
- B. Carlisle Parks and Recreation's Men's Softball League is open to U.S.A. class B, C, D and E teams only.

Article V - Outside Competition

Players may play in more than one U.S.A. slow pitch softball league. However, that player's name may appear on only one U.S.A. championship roster. The manager must submit a list of players with the other league's name, manager's name, and on which championship roster his name will appear.

Article VI - Players

- A. Eligibility:
 - 1. The number of players per team shall not exceed 20 at any time. When a team has 20 players on the roster, a player must be released before another can be added. Each team must have a minimum of 12 players on the roster.

2. All players must have reached their 16th birthday by the last day of the year to be eligible to play.
3. Each player must sign his team's Waiver & Release (which is included in online league registration) and pay appropriate fees before playing in his first game.
4. A player may only appear on one team roster within the league.
5. The following are considered to have resident status to the Carlisle Parks and Recreation Department: Residence in the Borough of Carlisle, resident on the campus of Dickinson College, and the Carlisle Barracks. Players who do not qualify for resident status will pay a non-resident fee of \$15/player and are non-refundable/non-transferable if a player quits a team.
6. A player who is currently on suspension from any U.S.A. league will not be allowed to participate in the league until the suspension is lifted.
7. Managers will control the use of their players in a way that is fair for league and playoff game play.
8. This is known as a "Men's League," but women are permitted to play.

B. Team Rosters and Scorebooks:

1. Rosters must be complete with at least twelve players.
2. The Recreation Department reserves the right to take additional steps to verify one's residency status. All rosters may be checked at random.
3. All scorebooks **MUST** list the first name and last initial for each player. Photo ID may be requested to verify a player's eligibility.
4. Falsification of information on rosters and scorebooks can result in up to a one-year suspension for that player and/or manager in all Carlisle Parks and Recreation programs.

C. Player Additions/Substitute Players:

1. The player will be eligible to play as soon as he is added to a roster, completes the online registration, and pays any required fees to the Parks and Recreation Department. **Captains must notify the Parks and Recreation office of any player additions and they must go online to register to be a legal player.**
2. When a player is added the day of a game, captains must register players with the Recreation office before 4:00 p.m.
3. Rosters will **close three weeks before playoffs begin**. No player may be added to or released from a roster after this date.
4. You must have 8 players from YOUR roster arrive to play or the game is considered a forfeit.
5. A max of 2 players may be picked up to sub, and be placed at the end of the batting order.
 - a. Any players picked up to sub for you within the league must wear THEIR own team's league jersey.
 - b. If your own player shows up when you have subs playing, your player **MUST** take the spot of the sub. You **MUST** play your own players over subs.

D. Player Releases:

A player release will become valid when the team manager submits a written statement to the Parks and Recreation Department. An email will be considered sufficient for a release.

E. Scores:

At the end of each night, **BOTH** captains must text the scores to the League Coordinator in the captain's group text for all to verify scores.

Article VII - Games

A. Playing Rules:

1. Home team supplies a NEW (or gently used) softball, visiting team supplies a good, USED softball. All team captains/managers will be responsible for the purchase of softballs.
2. Count will start at 1-1 and NO courtesy foul.
3. All softballs used for league play must be a 12", .52 core, 300lbs compression and U.S.A. certified. All bats must be U.S.A. certified and compliant.
4. **'Catch and Carry' rule:** The fielder must gain possession of the ball with the glove or hand(s) while the ball is in play. There is no **catch** if the ball lodges between the arm and torso, and the fielder doesn't secure it with hand or glove before stepping out of play.
5. **Batter's Box Rule:** For chalk-lined boxes - players should not wipe away the batter's box lines. The following consequences will incur if a player is breaks this rule:
 - 1st time = warning
 - 2nd time = automatic OUT
 - 3rd time = automatic EJECTIONIt may become hard to tell where the lines are after slides in to home plate-the umpires will use their best discretion.
6. Any ball that is picked up by, kicked by, or touched by a non-softball player (still in play) will be ruled a **"ground rule double"** by the umpire.
7. All players taking part in the game must be wearing the same color shirt and print with a minimum of a 3 inch size number on the back, arm, shoulder, or chest. All players' numbers must be different.
8. The first team to arrive will choose what bench they use for both games.
9. The home team for the earliest game is responsible for putting the bases out on the field. The home team for the last game is responsible for putting the bases away after the game.
 - a. The DOUBLE-Base Rule (first base): A batted ball hitting the white bag is fair and a batted ball hitting the orange bag is foul. If a ball hits both at the same time, it will be considered a FAIR ball.
 - b. On any **play**, which the league defines in this instance as a ball having been thrown to first base in an attempt to record an out, being made on the batter-runner, the defense must use the white portion and the batter-runner must touch the orange portion.

- If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter-runner is allowed to use the white base **if trying to advance to second base**. (Clear-Exception)
 - On a **play attempt** on the batter runner **from the foul side of first base, or by an errant throw** pulling the fielder off the base into foul ground, the batter-runner and the fielder can use either white or orange portions of the base.
- c. On extra base hits or balls hit to the outfield when there is **no play** being made at the double base, the batter-runner may touch the white or orange portion. When tagging up on a fly ball, either the white or orange base may be used. The batter-runner is allowed to legally return to either color base after he has touched or missed first base. After returning to either portion of the base, an appeal cannot be made.
 - d. Any ball hit over the fence will be considered a home run. If the ball is touched by a player, before going over the fence, it will be considered a 4 base award.
10. When players are warming-up before games, pitchers should NOT throw over hand or windmill pitches towards home plate. Teams should NOT warm up in the outfield of games in progress.
 11. All pitches must have an arc of 6-12 feet. **Umpires will no longer verbally call pitches “illegal”, instead call each pitch a “ball” or “strike”**. Pitchers can release the ball up to 6ft behind the the pitching rubber. A white line will be marked on the field during field prep.
 12. All games will be played until complete, with the exception of 15 or 10-Run Rules, Darkness, and Rainouts
 - a. **15-Run Rule:** if a team is fifteen runs behind at the end of four innings, the game will be called and awarded to the leading team.
 - b. **10-Run Rule:** if a team is ten runs behind at the end of five innings or any completed inning thereafter, the game will be called and awarded to the leading team.
 - c. **Regular Season Darkness:** games having completed five innings or more will be considered complete. Any game that has not completed at least five innings will be rescheduled and played in full starting at 0-0. In the event of a game called for darkness at 5 innings, the game is complete and considered a tie. Officials must communicate with captains to make a call regarding questionable darkness/inclement weather.
 - d. **Rainouts:** games having completed five innings or more will be considered complete. Any game that has not completed at least five innings will be rescheduled and played in full starting at 0-0.
 - e. If a 6:00 game ends before 6:40 PM, the “7:00 PM” game will move up and be played 10 minutes after the first game ends so there is not a long break in between games. This includes a 6:00 PM forfeit (see game forfeiture).

13. If game is tied after 7 innings, extra innings will be played. Extra innings will be conducted under USA Softball Rules (Rule 5, Section 11) with the last out of the previous inning placed on 2nd base.
14. As to additional player game equipment,
 - a. No metal spikes may be worn. Players wearing metal cleats after being warned by the umpire not to do so shall be ejected.
 - b. Casts and exposed jewelry such as watches, bracelets, and loop earrings are prohibited. Umpires will have the final decision. (Exception: medical alert jewelry must be taped to the body.)
 - c. Pitchers **MUST** wear a pitcher mask due to safety concerns.
15. A player may re-enter the game one time after being substituted and must keep the same place in the batting order. Any use of an illegal player will be an OUT.
16. A Courtesy Runner is permitted, but
 - a. must be a player from the CURRENT roster and each team is limited to one runner per inning. Please note that if a courtesy runner that is being used is to be at-bat, that player will come to bat and the runner will automatically be called OUT.
 - b. A player may be a courtesy runner only once an inning for any player other than the pitcher, any other players can run for the pitcher anytime the pitcher is on base.

B. Game Forfeiture:

1. A team may start with a minimum of 9 players, including the required 8 from the team roster. The team can add player 10, 11, or 12 until the first batter in the bottom of the 3rd inning.
 - a. There will be a 5-minute grace period if not all players have arrived at the start of the game. If the team does not have 9 players by 6:05pm, it will be a forfeit.
 - b. If the 6:00pm game is forfeited: The team must have a minimum of 9 players present and on the field by 6:45pm, to start the "7:00pm" game or that game will be a forfeit. If all players are present, the game may commence earlier.
2. If a team starts with 12 players and one player gets injured, you may continue to play with 11 players. If a second player gets injured, you may continue to play with 10 players. If a third player gets injured, you may continue to play with 9 players. If a fourth player gets injured, you must forfeit. A team can not play with 8 players.
3. If a team starts the game with 9 players and a player is ejected, you must have a replacement for that player for your team to be eligible to continue. If you can not provide a replacement player, your game will be forfeited. If a team starts the game with 10, 11, or 12 players and one player is ejected, you have the option of replacing that player (without penalty) or taking an out every time the ejected player(s) spot comes up in the batting order. IF a second player is ejected, from the same team (in the same game) that team will forfeit the game.
4. If your team forfeits **THREE GAMES** (individual games, not nights) during the regular season your team will not be eligible for playoffs.
5. A team with at least 9 players present will not have to forfeit or be penalized. (USA

issues an out every time the tenth batter spot comes up. We will not issue an out.) A team who has at least 9 players present and is not ready to play at game time will be penalized. An offensive team will be penalized one strike every 20 seconds after the umpire calls "Play Ball." A defensive team will be penalized one called "ball" to the waiting batter every 20 seconds. The umpire will determine the official time.

C. Protests:

1. Protesting a Player's Eligibility:
 - a. Protests should be made verbally to the umpire before the last pitch of the game.
 - b. Protested players must show photo ID to the umpire to verify his name on the score sheet.
 - c. Umpires should denote the protest on the official score sheet.
 - d. If the protesting team is not satisfied, they must file a formal written protest with the Recreation office no later than 5:00 p.m. the following workday. E-mail is acceptable.
2. Playing Rules - Game Protests:
 - a. Protests are considered only for misinterpretation of the playing rules. Protests cannot and will not be upheld or considered for judgment calls.
 - b. The notification of intent to protest must be made immediately before the next pitch. The manager or acting manager of the protesting team shall immediately notify the plate umpire that the game is being conducted under protest. The plate umpire shall notify the opposing manager. The umpire must denote the protest on the official score sheet.
 - c. The official written protest should contain the following information and must be received in the Recreation office by 5:00 p.m. the following workday along with a \$20.00 protest fee. The fee will be refunded if the protest is valid.
 - The day, time, and place of the game.
 - The name of the umpire.
 - The rule and section of the official U.S.A. rules or the local rules under which the protest is made.
 - The decision and condition surrounding the reason for the decision. All essential facts involved in the matter protested.
3. The Parks and Recreation Department will rule on any official protest within 14 days of the protested game.

D. Conduct/Ejections:

1. *1st Ejection:* two full games and the ejected player must submit a \$15 fine to the Parks and Recreation Department in cash or check (made payable to Carlisle Parks and Recreation).
2. *2nd Ejection:* three full games and the ejected player must submit a \$25 fine to the Parks and Recreation Department in cash or check (made payable to Carlisle Parks and Recreation).
3. *3rd Ejection:* permanent suspension from the league.

4. Ejected players must leave the sight and sound of the field immediately after he has been ejected. If a player refuses to leave or acts in an unsportsmanlike manner, the ejection will automatically be for three games. Expulsion from the league may be considered based on the offense.
5. Inappropriate physical contact with a player, a Parks and Recreation staff member, or a spectator will be at least a three game suspension. This offense will be looked at by Carlisle Parks and Rec staff, to include conversations with the league coordinator and/or game umpire to determine if the punishment fits the "crime". Expulsion from the league may be considered based on the offense.

Any physical or verbal confrontations will not be tolerated. Do not use foul language. It is the expectation of the Carlisle Parks and Rec Department that all participants will be considerate to officials, players, spectators, and others in the park.

6. Inappropriate physical contact with an USA umpire is an automatic, full-season, suspension.

E. Playoffs:

1. Playoff brackets will be seeded according to league standing. The top 6 teams will make playoffs and play a double elimination bracket.
2. Teams tied for a playoff position will be resolved in the following manner:
 - a. The best win/loss record against teams who are tied.
 - b. Total runs scored between the teams who are tied.
 - c. Least amount of runs given up between the teams who are tied.
3. The highest seed from the league standings will be the HOME team. A coin toss will determine the HOME team in the loser's bracket.
4. For a player to be eligible for the league playoffs a player MUST make a MINIMUM of five (5) appearances.
 - a. A player must be entered in the book for the team they appear on the roster of. Substitution appearances for other teams do not count for a player's number of appearances.
 - b. A 'game' is considered an appearance in one game. One at-bat/plate appearance/pinch run (walks included) OR one out recorded in the field is considered an appearance.
5. Playoff Darkness: In the event the game is called for darkness, the game will pick-up where it was left off on the next scheduled night. Umpires should be aware of the darkness and to try to call the game in between innings.
6. All playoff games must complete 7 innings, unless mercy rule would apply.
7. No Mercy Rule in the Championship Bracket Final and League Final games.
8. Playoffs will be held after regular season games/rainouts. Games will be held at 5:45/6:45 PM on Tuesday and Thursdays.

- F. Awards: First and second place in the league and first and second place in the playoffs will receive a team trophy.

G. Weather Cancellations/Rainouts:

1. Rainout games will:
 - i. Be made up in spaces pre-scheduled at the end of the season (Tues/Thurs nights.)
 - ii. When all pre-scheduled places are filled, games will be made up on Wednesday the following week. (Example, as game that is called off due to rain on Thursday, July 16, would be made up on Wednesday, July 22.)
 - iii. All make-up game communications will be emailed or sent via text message to captains from the Parks and Rec Department.
2. If a team is unable to play on a scheduled rainout, it will be a forfeit.
3. The Parks and Recreation Department will notify the captain of each team concerning game cancellations made before 4:30 p.m. If you do not hear from the Parks & Recreation Department, plan to play as scheduled.
4. The umpire will be at the field at *5:45 PM to decide if the games will be postponed. All captains are to be at the field at the same time to hear the decision of the umpire. Captains are responsible for notifying players. The Parks and Rec Department will try to decide prior to showing up to the field, otherwise the umpire will be charging the Parks and Recreation Department \$20 for the umpire's time.

H. Injury:

1. Participation in the Carlisle Men's Softball League is at your own risk. We advise all participants to carry their own accident/liability insurance. The Borough of Carlisle is not responsible for any injuries sustained by any players or spectators, which all players adhered to signing the Waiver & Release.

I. Carlisle Borough Park Rules:

1. It shall be unlawful for any person in any recreation, park or conservation area to:
 - i. Display, distribute, use, chew, expectorate, discard, light or smoke any tobacco product or possess a lighted, lit or burning tobacco product. [Added 1-12-2012 by Ord. No. 2160, approved 1-12-2012]
 - ii. Carry, possess or drink any alcohol beverage, including beer. [Amended 3-10-2005 by Ord. No. 2032, approved 3-10-2005]
2. Parks Hours: dawn to dusk (unless on official league time)
3. Dogs are permitted in Borough Parks (except Memorial Park) with a 6-foot leash and a pooper scooper. FINE = \$300.

The USA Softball website:

<https://www.teamusa.org/USA-Softball>

2025 FIELD GROUND RULES

OUTFIELD AT VALLEY MEADOWS:

- Any ball that flies over the fence, in the air, is considered a home run.
 - 3 homeruns will apply for over the fence. Additional homeruns will be outs with no advancement of base runners. Any ball hit to the left of the outfield fence is all you can get, unless the ball is lost in the bushes, and then it is a ground rule double.
- Any ball that bounces over the fence, is considered a ground rule double. Players should put both hands in the air to notify the umpire the ball went over the fence.
- Any ball that hits the wall/fence is in play.

OUT-OF-PLAY LINES AT VALLEY MEADOWS:

- Line will continue out from dugout fence straight back to the outfield along the faded grass to the moveable cone for left and right field.

DEEP OUTFIELD FENCE AT MOORELAND:

- Any ball that flies over the fence, goes through opening in fence, bounces over fence, or gets stuck in fence is considered a home run.
- On any other batted ball is “all you can get,” including a ball that hits fence and bounces away. It is just like playing it off a wall.
- Park “dog on leash” signs are considered part of the fence. If a ball happens to hit these signs, it will follow the Mooreland outfield fence ground rules (above).
- The tree is automatic homerun on back fence.

OUT-OF-PLAY LINES AT MOORELAND:

- The out-of-play lines for Mooreland Field will be the inside edge of stone dust track. The end of dugout fence straight back to the edge of track will be where this out-of-play line begins. The Parks & Rec staff have been asked to draw a line back to track.