

# **BPAR Adult Softball Rules**

Revised January 20, 2026

## **CITY RULES**

No team will be placed on the schedule until registration fee is paid in full. The consumption of any alcoholic beverage on city property is prohibited. No smoking or vaping in softball complex.

Umpires will forfeit any game if a player or players are found to have alcoholic beverage(s) inside the Softball complex. No pets are allowed at any Bossier City Park. Please let your fans know.

Playing age is (16) sixteen years and older. You may suggest what league you would like to play in but the ultimate decision will be up to the supervisor of adult sports. All league and post-season tournament games will be played under the official USSSA Softball rules, with the following exceptions.

## **TEAM ROSTERS**

Each player may be on one team roster in each league. To keep the spirit of competition and fair play in BPAR softball, No League 1 players can play in League 2. League 2 players may play up in League 1 but League 1 players may not play down in League 2.

Games will not be held up because of a player playing for another team. Team rosters must be completely filled out. This means each player must print their full name and sign next to their name. Coaches and assistant coaches must print their full name and sign the form. Failure to comply with this will result in player(s) being considered illegal and will result in a forfeit. A Team Roster must be turned in to the scorekeeper before the start of the first game. Only the BPAR team roster form will be used as the official team roster. Players may be added or removed from the team roster up to the end of the 4th regular season game. No roster changes may be changed after the end of the team's 4th game. (Exceptions may be made by the BPAR supervisor under special situations).

## **PROTESTING AN ILLEGAL PLAYER**

Only the head coach may make a protest. Any team suspecting an illegal player on the other team

must notify the officials prior to the start of the game. All players on both teams must then produce a picture I.D. The clock will start at the game time.

If a player on either team arrives at the field after the start of the game, the other team may still protest this player. The protesting team must notify the official of the protest for that player before he takes a pitch on his first at bat. If he is not legal on the roster or cannot produce an I.D., he cannot play. Any player that cannot produce an I.D. if it is called for before the game, cannot play during that game.

### **EJECTIONS**

If coach, player or fan is ejected from a game he/she must leave the sports complex within (3) three minutes. If a coach or player is ejected, he/she must sit out at least the next game played.

**The number of games will be determined by the player's attitude after being ejected.** Any player ejected (2) two games will not play the remainder of the season.

**If you swing at or hit a BPAR official for any reason, you will be ejected from all BPAR programs for Life, and prosecuted to the fullest extent of the law.**

If a player(s) fight, before, during or after a game at the Tinsley softball complex or in the parking lot(s) at Tinsley softball complex, he/she will be banned from all BPAR programs for life.

If a player is injured and is bleeding, the bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may return to play.

### **MINIMUM NUMBER OF PLAYERS**

A team must have a minimum of (8) eight players to start and finish a game. These players must be ready to play in the dugout or on the field at game time. Game time is forfeit time; there will be NO grace period. Unlike the USSSA rule, if a team loses a player after the game starts, BPAR will allow a team to finish a game as long as the team has a minimum of (8) eight players. Players may be added to line-up throughout the game. If a player leaves the game because of injury or work and the team does not have a replacement, an out will be called when player does not bat. If a player is EJECTED from the game and the team does not have a replacement, an out will be called each time the ejected player does not bat.

### **LINE-UPS**

Line-ups, with first and last name of players and his/her number must be given to the scorekeeper



(10) five minutes before game time. If at game-time the line-up(s) are not in the scorebook the game time will start, but not the game until the scorekeeper is ready.

### **COURTESY RUNNERS**

A team may have as many courtesy runners an inning as the opposing team allows. The courtesy runner must be the player that made the last out.

### **CONTINUOUS BATTING ORDER**

Continuous batting order is optional. Either team may exercise its option to use or not use the continuous batting order. However, when used: Team(s) must inform the umpire and scorekeeper prior to the start of the game and may not change their option after the start of the game. Teams will be restricted to a maximum of sixteen (16) batters in the line-up. Teams may not add additional batters to the batting order once the game begins. When using continuous batting order in Co-ed play, teams must have an even number of males and females and maintain the male/female or female/male rotation in the line-up. Any ten (10) players listed in the continuous batting order may play defense at any time during the game. Players must remain in the same position in the batting order throughout the game unless substituted. If a player is removed from the Continuous Batting Order, except for injury or for work or an emergency, and no replacement is available, an out will be called each time the player is scheduled to bat.

### **EQUIPMENT**

Each team will furnish and hit a 12-inch Softball with the markings of "USSSA CLASSIC M" or "USSSA Classic Plus" clearly stamped on it. All balls should have a legible, manufactures stamp to be considered legal. It is the responsibility of each teams' pitcher to check the ball. If it is found that the ball is illegal the umpire will remove the ball from the game. The internal composition of the core and the material of the cover must be clearly printed on the ball and the words "Official Slow Pitch Softball" must be clearly printed on the ball. All USSSA balls shall have the lettering and logo applied to be indelible. This also applies to Co-ed league. Everyone will use a 12" ball.

**12" Classic M Ball:** • shall have an optic yellow cover • shall have "USSSA CLASSIC M" in 1/8" letters and the USSSA logo with a 1-1/8" diameter; • shall have lettering and logo in blue color and such lettering and logo

shall be applied to be indelible; • shall have a COR of .40 or less under the ASTM test used under the USSSA Softball Ball License Agreement and • shall have a compression of not more than 325 pounds under the ASTM test used under the USSSA Softball Ball License Agreement.

**12" Classic Plus Ball:** • shall have an optic yellow cover • shall have "USSSA Classic Plus" in 1/8" letters and the USSSA logo with a 7/8" diameter • shall have lettering and logo in red and the stitching shall be blue and logo shall be applied to be indelible. • shall have a COR up to .52 or less under the ASTM test used under the USSSA Softball License Agreement and • shall have a compression of not more than 300 pounds under the ASTM test used under the USSSA Softball Ball License Agreement.

**\*\* If a woman plays men's league, she will use the same ball as the men. \***

### **ALTERED BAT POLICIES**

To address the concern of altered or excessively used softball bats, BPAR is asking that players no longer use any bat that shows any visible sign of wear on the barrel, knob, cap or plug.

BPAR umpires are authorized in their discretion to remove from play any bat which shows wear such as worn off or cracked graphics or damaged barrels, handles, tapers, plugs, caps or knobs.

BPAR umpires are also authorized to remove any bat that they suspect has been altered in any way.

Umpires, at their discretion, may either remove the offending bat from the game or tournament and return it at the end of play or simply ask the player to put the bat away and not use it in BPAR play. If such a bat is brought back into BPAR play, the owner and user of such a bat may be suspended from BPAR play for up to one year.

**USSA Softball Bat New Mark Rules – Must be manufactured by an approval USSSA Bat License.**



**Seniors (+50) will be allowed to use 1.21 bats with senior stamp unless you are Co-ed A.**



**Co-ed players must have the new 1.20 USSSA stamp for league play.**

**PITCH COUNT** The batter will start with a 1 and 1 count. After two (2) strikes the batter is allowed one free foul ball, on the second, the batter will be called out. During the regular season only, if extra innings/time is required as result of a tie they will be played with each batter starting with a 3-2 count. During tournament play each batter will still start with a 1 and 1 count. Exception: extra inning and overtime games.



**EACH EXTRA INNINGS OR EXTENDED TIME GAMES** Except for a tied game, no new inning will start after (55) fifty-five minutes. In an extra inning the player that is scheduled to bat will be placed on second base. The scorekeeper will record (1) one out. The extra inning and extended games will be one (1) pitch.

### **MAXIMUM HOME RUNS**

League 1, 4 HR THEN (IEO) INNING ENDING OUT

League 2, 1 HR THEN (IEO) INNING ENDING OUT

CO-ED – 0 HR THEN (IEO) INNING ENDING OUT

All untouched balls hit over the fence after the maximum number allowed will be an out.

### **THE GAME WILL BE CONSIDERED A COMPLETE GAME IF:**

After three (3) innings a team is fifteen (15) or more runs ahead.

After four (4) innings a team is twelve (12) or more runs ahead.

After five (5) innings a team is ten (10) or more runs ahead.

The game is called a complete game if it is stopped because of weather or any other reason that makes play impossible if the home team is ahead after 3 ½ innings or the visitors or ahead after 4 innings.

**GAME TIME IS FORFEIT TIME** Games will start at the scheduled time or upon the completion of the previous game, whichever is later.

**Exception:** A game will be held up if a team is playing a double header on two (2) different fields. The game will not be held up if player(s) are playing in a different league.

**RAIN-OUT GAMES** Rain-out games will be made up as soon as possible. These games will be set up in order of their cancellation. Failure to make the make-up game will result in a forfeit.

**INSURANCE** The City of Bossier City does not have insurance to cover adult sports and cannot assume responsibility for any injury. Players should provide their own insurance.

**OTHER** This league is sponsored by the Bossier City Parks and Recreation Department and is a recreational activity. The department reserves the right to eject, suspend or ban any team, player, coach or spectator for action that may be harmful to individuals, the Recreation Department or the City in general. These rules will remain unchanged throughout the season. Interpretation of these rules shall be left exclusively to the BPAR staff. The decision of the BPAR shall be final in all matters. Bossier Parks and Recreation will deal with the coaches on all matters, postponements, rescheduling of rained out games, eligibility, etc.

Bossier Parks and Recreation must have a current cell number and email address for all head coaches.

### **STANDINGS**

In case of a tie, head-to-head will determine the standings, if it is still a tie then the team giving up the least number of runs will determine the higher ranking.

## **CO-ED ONLY RULES**

If the team is playing with (8) eight players, at least (4) four must be female. If a team is playing with (10) ten players, at least (5) five must be females.

If a co-ed team wants to use the continuous batting order the team must add (2) two, (4) four or (6) six players, one-half must be female.

A team may replace a male player with a female player.

Males must bat opposite hand. If the opposing team requests the player to switch the side he is batting from, the player will continue to bat to the switched side for the remainder of the game.

When a male player is walked, he will go directly to 2nd base (he must touch 1st base), with the next batter, a female, is given the option of either walking to first or batting. If a female is batting in a male's position this rule does not apply.

A team on defense must not have more males than females in the infield or outfield. The pitcher and the catcher are considered infielders. No more than (6) six players on defense, counting the pitcher and catcher, will be allowed in the infield. If possible, the pitcher and catcher must be of opposite gender.

Outfielders must be approximately the same distance from home plate before each pitch. No rover outfielder will be allowed. (Umbrella rule)

## **Pitching Screen – To be used in the Adult Softball League**

If the ball hits the screen the batter will be out and if runners are on base no advance to the next base is allowed.

**Pitcher – The pitcher is not allowed to be a part of the play until someone else touches it.**

**For example: the pitcher cannot catch a fly ball or field a ground ball. If runners are on base the runners advance to the next base and batter is awarded first base.**

**Regular season play :** There will be a 8 game schedule for each team. The top 4 teams from each division will advance to the post season tournament.

**Post Season Tournament:** Top 4 teams from each division will advance to the tournament where this will be a single elimination tournament.