



Fields at Station 63

# Adult Slow Pitch Softball League

## Official League Rules

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### 1. Governing Rules

- The league follows USSSA Slow Pitch Softball Rules, except where modified by the local rules below.
  - All rule interpretations and disputes will be determined by league management.
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### 2. Field Specifications

- Base paths: **65 feet**
  - Pitching distance: **50 feet**
  - Halo Zone stripe is in effect (*see Section 5*).
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### 3. Game Length

- Games will be **55 minutes** or **6 innings**, whichever comes first.
  - No new inning may begin after the **55-minute** time limit expires.
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#### 4. Run Rule

The following mercy rules apply:

- **15 runs** after **3 innings**
- **10 runs** after **5 innings**

If the run rule is met, the game will end immediately.

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#### 5. Halo Rule (Center Field Safety Rule)

The center field stripe is designated as the Halo Zone.

- Any ball that hits the stripe on the ground is live and in play.
- Any ball hit up the middle along the stripe that does **NOT** hit the ground first (line drive that is not higher than the pitchers outstretched arm) is:
  - A judgement call by the umpire
  - An automatic out
  - A dead ball
  - No runners may advance

This rule exists strictly for pitcher safety.

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## 6. Home Run Rule

- Each team is allowed **2 home runs per game**.
  - Any additional home runs will be ruled a single.
  - On a home-run-turned-single:
    - Batter is awarded first base
    - All runners advance one base only
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## 7. Equipment Rules

- All bats must have a valid USSSA certification stamp.
  - All softballs must be purchased through Fields at Station 63.
  - Outside or non-approved softballs are not permitted.
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## 8. Player Requirements

- Teams must have at **least 8 players present** to start a game.
  - Teams have a **10-minute grace period** from scheduled start time.
  - If a team cannot field 8 players after 10 minutes, the game is forfeited.
  - If playing with 8 players:
    - The 9th batting position is recorded as an automatic out.
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## 9. Rosters

- All players must be listed on the team's official roster.
  - Rosters must be available for review by:
    - The umpire
    - Opposing team captain
  - Use of an **unrostered player** results in forfeit.
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## 10. Standings & Tie-Breakers

Standings are determined by:

1. Win/Loss Record
  2. Run Differential
  3. Runs Scored
  4. Runs Allowed
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## 11. Protests

- All protests must be submitted to league management.
  - League management reserves final authority on all rulings.
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## 12. Championships

- League champions will receive:
  - Championship T-shirts
  - Official recognition as league champions