



Fields at Station 63

Adult Slow Pitch Softball League

Official League Rules

1. Governing Rules

- The league follows USSSA Slow Pitch Softball Rules, except were modified by the local rules below.
 - All rule interpretations and disputes will be determined by league management.
 - Competitive teams versus recreational teams will follow these rules to make for equal and fair play.
 - 5 runs will be awarded to the recreational team at the start of the game.
 - Both teams will be allowed three home runs each, with any home run hit beyond that limit being counted as a single.
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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.



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.

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.



Defensive team will have the option of using a screen in front of the pitcher. If the ball hits the screen it is the same result as a halo call.

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.

8a. Co-Ed Roster Requirements

- Co-Ed teams must field 5 men and 5 women with playing with a full roster.
 - If playing with fewer than 10 players, the gender ratio must remain as balanced as possible.
 - No more than 2 men may play in the infield at any time.
 - If a team cannot meet the co-ed roster requirements, the game may proceed only with approval from league management and the opposing team captain.
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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

11. Protests

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

12. Championships

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