

## CUPERTINO SOFTBALL LEAGUE

Spring 2024

The City of Cupertino Parks and Recreation Department would like to welcome you and your team to the Adult Sports Program.

### **CONTACT INFORMATION AND LEAGUE LOCATION**

#### **Office Location**

Quinlan Community Center  
10185 N Stelling Rd  
Cupertino, CA 95014  
(408) 777-3120

#### **League Director**

Amanda Hui  
Recreation Coordinator  
[Amandah@cupertino.gov](mailto:Amandah@cupertino.gov)  
(408) 777-3374

#### **Playing Site**

Memorial Park Softball Field  
21121 Stevens Creek Blvd  
Cupertino, CA 95014  
Go to the parking lot on Mary Ave.

#### **Nights and Divisions of Play:**

- Monday        Men's League
- Friday        Co-Ed League

#### **Tentative Playing Schedule:**

- Games will be played at 6:30 p.m., 7:45 p.m., and 9 p.m.
- Games, including playoffs, are seven innings or time limit of 70 minutes. Any innings beginning before time expires shall be completed unless the home team is ahead.
- Bye weeks and double headers may be incorporated into the schedule depending on the number of teams in a division.

#### **League Fees:**

\$85 per game for teams with >51% residents and \$100 per game for teams with <50% residents. Fees must be paid 14 days after the League Director sends out the schedule. Fees may be paid online at [www.reg4rec.org](http://www.reg4rec.org).

### **TEAM AND PLAYER ELIGIBILITY**

1. Each team may carry a maximum of eighteen (18) players, twenty (20) players for a co-ed team, which must include a **playing** manager. Only players listed on the official roster will be eligible to play. After being released, they may sign with any team they choose, providing they sit out the next game of their new team.
2. No player under 18 years of age will be allowed to participate, and no high school student is eligible.
3. Teams can add/drop players throughout the first half of the season.

4. League Director reserves the right to disallow the addition of a player or players, based on known abilities that would raise the classification level of that team.
5. Teams which lose players during the season through injury or employment transfer may petition in writing to the League Director to get permission to replace the injured or transferred player if the loss of said player creates an **emergency** situation. An emergency situation means you will not have the minimum number of players necessary to play and will otherwise have to forfeit.
  - In the event the player returns before the season ends, the manager must decide which player to keep.
  - Proof of the above must be submitted with the petition, a doctor's verification for injury or personnel office verification for job transfer.
  - At game time, if you have enough players, the substitute player will not be allowed to play.
6. Players may play in different divisions but may not play with more than one team within the same division.
7. No player shall be compensated for playing in any game.
8. All players must conform to the **SANCR A PLAYERS CODE OF CONDUCT**. A player/team suspended by one public recreation agency will automatically be suspended in all other nearby recreation leagues in Santa Clara County.
9. Teams that participate in one game forfeit their right to reclaim any part of their entry fee if they drop from the league.

### **LEAGUE RULES FOR ALL DIVISIONS**

1. Unless otherwise stated in these rules, Amateur Softball Association (A.S.A.) Official rules will govern all league play.
2. **Time Limit and Inning Rule:** All games will have a 7 inning or 70-minute time limit. No new innings will begin after 70 minutes of play. If the game is tied, the game will still end after 7 innings or 70 minutes. No new innings may be played to break the tie.
3. **Strike Zone:** A strike zone mat will be used. Any legal pitch that "touches" any portion of home plate and the strike zone mat will be considered a strike.
4. **8 Runs per Inning Rule:** Teams will be capped at earning 8 runs per inning. Once 8 runs are earned, play will end for the offensive team regardless of whether there are three outs.
  - If a team is behind by more than 8 runs, they may earn more than 8 runs to tie up the score in innings 2 through 4. Once the score is tied, play will end for the offensive team regardless of whether there are three outs.

- Run cap is lifted at inning 5 and for the rest of the game.
5. **12-Run Rule:** A 12-run rule will be in effect during all league and playoff games. If the visiting team leads by 12 runs or more after 5 complete innings, then the game will be stopped and the team leading will be declared the winner. If the home team is ahead by 12 runs or more in the middle of the 5<sup>th</sup> inning, the game will be stopped, and the home team will be declared the winner.
  6. **Home Run Rule:** All leagues, league games, and playoffs will be governed by a home run rule. **A limit of two over-the-fence home runs will be used in all games.** All over-the-fence home runs after the two-run limit is reached will be ruled an out.
  7. **1-1 Start Count:** A batter will start off with a 1-1 (one strike and one ball) count start.
    - When a batter has two strikes, they will be allowed one additional foul ball regardless of how the second strike was obtained. The next foul ball will be strike three and the batter is out.
  8. Pitches will be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground, while not exceeding a maximum height of twelve (12) feet from the ground.
  9. Stealing bases is not allowed.
  10. **Game time is forfeit time.** The scorekeeper's watch is the official time. Teams must have **at least eight (8) players** on the field, in the dugout, or in the parking lot at game time; otherwise, the game is forfeited. The scorekeeper may grant a ten-minute grace period to allow players to reach the field, regardless of which game it is. However, the 70-minute time clock will start at the scheduled game time. Teams must field at least eight (8) players throughout the game. If an additional player arrives (up to 10 players) while the game is in progress, then they may be inserted and placed at the bottom of the order. If at end of the grace period a team does not have at least eight (8) players, then the game will be forfeited. **The decision to allow a grace period will be made by the scorekeeper.**
    - The official's and scorekeeper's watch are official game time. Game time is forfeit time.
    - The opponent of the forfeiting team will get the win with a score of 7-0. In the event of a double forfeit, both teams will receive a loss.
    - A \$25 forfeit fee is charged for all forfeits and must be paid prior to the next game. If the forfeit fee is not collected prior to the next game, the team will automatically forfeit that game and pay an additional \$40.
    - A team that foresees a conflict with a game and notifies the League Director by 8:30 a.m. or earlier on the day of the game will be credited with a loss and no forfeit fee will apply.
    - There will be no postponement or rescheduling for forfeited games.
    - Teams with ineligible players in a playoff game will automatically forfeit.

**11. Injuries:**

- If a player is injured and cannot take his/her turn at bat, then he/she is considered removed from the game and cannot return in that game. His/her substitute will take his/her spot. If there is no substitute available, then the next batter will take his/her turn at bat. **No out will be given.**
- **Blood Rule:** A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment.

12. **A courtesy runner (one per inning)** is allowed for any injured player. The person making the last out will be the courtesy runner. For co-ed, the courtesy runner must be the same gender as the batter. Exceptions at the umpire's discretion may be made if the person is coming up in the batting order. The batter must reach first base before a courtesy runner can be used. **Pinch runners are not permitted.**

13. Substitutions may be made for players, not positions. For example, Player "A" may substitute for Player "B". If Player "B" reenters the game, Player "A" must be substituted out.

14. **Liability Waiver:** All players must have signed a liability waiver form and have them on file at the Parks and Recreation office prior to participating in any games. Failure to do so will result in a forfeit.

15. **All players must carry a valid I.D. at the field. A player failing to provide I.D. upon request of the scorekeeper or umpire(s) will be considered an illegal, ineligible player.**

16. **Illegal Players:** It is the responsibility of the **teams** and **scorekeeper** to monitor teams and their players. If a **team** suspects another team of playing with an illegal/non-roster player (such as under an assumed name or the player has not signed the release forms), you can protest that player's eligibility by notifying the umpires, scorekeeper, and opposing manager during the game. A follow-up email must be sent to the director regarding the intent to protest the following workday. It is the prerogative of the opposing team to enforce this rule. If the **scorekeeper** notices a team using an illegal/non-roster player before the game begins, the scorekeeper will notify the manager to inform him that the illegal/non-roster player will not be allowed to play.

17. Any player ejected for any reason is automatically suspended for at least one league or playoff game. No exceptions. Any player ejected from the game for any reason may not be replaced by a substitute. **Their at-bat is an automatic out for the rest of the game.**

18. An individual ejected from a game must leave the field, bleachers, and facility. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
19. **No schedule changes** will be allowed.
20. **Rain Outs:** In the event of rain, call (408) 777-3120 after 3 p.m. to determine the status of scheduled games. Managers, please remember, it is your responsibility to call and check game status. Rainouts will be played at the conclusion of the regularly scheduled season. You can also check field status by following @cupertinofields on X.
21. **Uniforms:** Tops or matching shirts are recommended but not required.
22. **No metal cleats are allowed.** Per SANCRA Player's Code of Conduct, player(s) will be immediately ejected from the game and serve at least one game suspension.
23. **All catchers in all leagues must wear a mask. Teams must provide their own mask.**
24. If one or more umpire(s) appear(s), the game must be played as scheduled. If no umpires appear, the game will be rescheduled and made up at the end of the regular season.
25. All **comments** concerning league managers, umpires, scorers, officials should be directed to the League Director in writing.
26. **Pregame Rules:**
  - No batting practice will be allowed on the playing infield prior to game time.
  - The manager shall give a finalized line up to the scorekeeper at least 10 minutes before game time. The Parks and Recreation Department will provide lineup cards, which will be at the scorekeeper's table, along with the schedules. Games will not begin until both lineups are turned in, but the time will begin.
  - Infield practice will be permitted if, in the opinion of the scorekeeper, time permits.
27. **Softball Bats:**
  - Bats must meet ASA regulations and bear the appropriate ASA or USA certification mark. Bats may be checked by officials at any time. Team managers may request bat checks of the opposing team as they seem fit.
  - If an illegal bat is found immediately after a play, the bat will be removed, and the batter is out. If an illegal bat is found before the game, in-between innings, or after the game, the bat will be removed. In either case, the following will apply:
    - **First Incident:** Owner of the bat and/or team manager will be written up and ejected from the game with one (1) suspension.
    - **Second Incident:** Owner of the bat and/or team manager will be suspended for the remainder of the season.

- **Third and Final Incident:** Owner of the bat and/or team manager will be banned from the league.
- Incidents will not reset in a new season and will stay with the player(s)/teams for the duration of time they are with the league.
- Players may ask umpires and/or scorekeepers to evaluate the bat prior to a game. There will be no penalty in this case if a bat is deemed illegal as long as the bat is not used.
- Information regarding Approved and Non-approved Bats may be found at the end of this document or by visiting the [USA Softball Certified Equipment page](#).

### **GROUND RULES FOR ALL LEAGUES**

The following are the basic ground rules governing all fields:

1. Dugouts and all cement aprons or strips are out of bounds.
2. A batted ball bouncing over or rolling under an outfield fence in fair territory will be a ground rule double. Effect: Two bases from start of play. A batted ball going over on the fly is home run.
3. Catch and carry: A fair hit ball caught inbounds and unintentionally carried out-of-play by momentum of the player will entitle runner or runners to one base from the start of play. A defensive player intentionally carrying a ball into out-of-play area will entitle the runner to two bases from position of runners at time ball was carried out.
4. Any batted fly ball hitting the foul pole in right or left field above the wire fence will be a home run.

### **DIVISION SPECIFIC RULES**

#### **MENS DIVISION SPECIFIC RULES**

1. Runners must touch home plate to score.
2. There will be no commit or home plate line.

#### **CO-ED DIVISION SPECIFIC RULES**

1. **A minimum of 4 males and 4 females will be required** at game time and throughout the game or the game will be declared a forfeit.
2. The batting order must alternate male and female, however, either a female or male can start the batting order. If a team is playing with an uneven number of males and females, they may do the following:
  - Include an alternating/shared spot in the batting order by either two men or two women.
  - Have members of the same sex bat back-to-back. If it is two (2) males, an out is

taken each time they are due to hit. There is no penalty if two (2) females bat back-to-back.

- Continue to alternate males and females. Example: 1m, 1f, 2m, 2f, 3m, 3f, 4m, 4f, 5m, 1f, 6m, 2f, etc.
3. A maximum of 10 players can play in the field at one time with a maximum of 5 men.
  4. When a batter has two strikes, they will be allowed one additional foul ball regardless of how the second strike was obtained. The next foul ball will be strike three and the batter is out. The number of balls in the count do not affect this rule.
  5. On a walk to a male batter, he will go to second base. The next batter (a female) will take her regular turn at bat.
  6. Sliding is permissible if it is necessary. Unnecessary or sliding with intent to harm the player covering the base may result in expulsion from the game.
  7. Switching/changing defensive positions once a half-inning begins is not permitted.
    - **Exception:** Player is injured and must be removed from the game, or the pitcher is being replaced. This includes a team playing with 8 or 9 players, as well.
  8. Defensive alignment of players is at the discretion of the manager. However, before the ball is in play, infielders need to stay on the infield dirt and outfielders need to remain on the outfield grass.
  9. An 11" ball will be used when females bat and a 12" ball will be used when males bat.
  10. If an additional player arrives while the game is in progress, he/she may be inserted and placed **at the bottom of the batting order**, up to the maximum of 20 players.
  11. All Coed divisions will use a **commit line** that is approximately midway between third base and home plate, and a **home plate line** located at the front point of the plate.
  12. Runners will be considered committed to home once crossing the commit line. A runner will be considered to have crossed the commit line once they touch the ground on or beyond the line. Runners will be considered safe if they cross the home plate line, touching the ground on or beyond the line before a force is made on them at home plate.
  13. Runners are not allowed to touch home plate or to run through the batter's box. Tagging a runner between the commit line and plate line does not constitute an out. Sliding into a commit line is considered an out unless in the opinion of the umpire it was done to avoid a dangerous situation.

## **ADDITIONAL GUIDELINES FOR ALL LEAGUES**

### **Forfeits**

- The official's and scorekeeper's watch are official game time. Game time is forfeit time.
- The opponent of the forfeiting team will get the win with a score of 7-0. In the event of a double forfeit, both teams will receive a loss.

- A **\$25 forfeit fee is charged for all forfeits** and must be paid prior to the next game.
  - If the forfeit fee is not collected prior to the next game, the team will automatically forfeit that game and pay an additional \$40.
- A team that foresees a conflict with a game and notifies the League Director by 8:30 a.m. or earlier on the day of the game will be credited with a loss and no forfeit fee will apply.
- There will be no postponement or rescheduling for forfeited games.
- Teams with ineligible players in a playoff game will automatically forfeit.

### League Standings

All league standings will be determined by the following point system:

- Each team will receive two points for a win, one point for a tie, and zero points for a loss or a forfeit.
- In the event of ties (teams with identical points) in the final standings, the following tie-breaking system will be used:
  - Forfeits
  - Head-to-head competition. Who beat who (i.e.: If team A & B are tied and A beat B, then A would be the winner)
  - If games are split during the regular season, ties will be broken by how the tied teams fared against the other playoff teams. Whatever team has the most wins against the other playoff teams will be the higher seeded team in the standings.
  - If tied teams have the same number of wins against other playoff teams, the team with fewest runs given up against the other during the regular season will be declared the winner.
  - If tied teams give up the same number of runs against each other, the team with the fewest total runs scored against them during the regular season will be declared the winner.
  - Should tie breakers 1, 2, 3, or 4 not resolve the final standings, then a one- game playoff will determine the final league standings.

### Playoffs

- Playoffs will be between the top 4 teams from each league.
- Teams that qualify for playoffs must use the players listed during the season in the playoffs. Eligible players must have participated in **at least half of the regular season games**. If a player is added after the add/drop date due to an injury or job transfer, they may combine games played.
- Teams using ineligible players in playoff games will have their game forfeited immediately.

### Manager Responsibilities

1. The manager shall be the official team representative unless they designate one of the players as team captain prior to the start of the game.
2. The manager will be held responsible for all rules as set up in this copy of the regulations and the A.S.A. rulebook.



3. Managers shall be responsible for ensuring that their players are acquainted with and adhere to the **SANCRA PLAYER CODE OF CONDUCT**.
4. NO INTOXICANTS OF ANY KIND ARE ALLOWED ON OR AROUND THE PLAYING FIELD, IN THE STANDS, OR IN THE PARK GROUNDS. PLAYERS WHO ARE UNDER THE INFLUENCE WILL NOT BE PERMITTED TO PARTICIPATE. **THIS IS AN IMPORTANT MANAGER'S RESPONSIBILITY**. MANAGERS ARE TO ASSIST UMPIRES, SCOREKEEPERS, AND FIELD ATTENDANTS IN CONTROL OF SPECTATORS.
5. NO SMOKING ON OR AROUND THE PLAYING FIELD OR IN THE STANDS.  
Smoking is banned in all Cupertino Parks.
6. Managers are responsible for the behavior of their fans.
7. Managers are responsible for the payment of all fees known and unknown incurred by the participation in Cupertino Adult softball leagues.

### **Governing Body**

1. The governing body shall be the League Director.
2. The League Director has the final authority to expedite any problems that might arise. A protest board may be assembled to settle disputes if the League Director deems it necessary.

**Insurance:** Persons or players participating in activities sponsored by the Cupertino Parks and Recreation Department are **not** covered in any way for personal liability or property damage. This means that players are competing in this program at their own risk. Information on team insurance through A.S.A. can be obtained upon request.

### **SANCRA CODE OF CONDUCT**

1. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of a physical attack, lay a hand upon, push, shove, strike or kick an official, participant, coach, agency representative, manager, or another spectator. Officials are required to immediately suspend a participant from further play and report the participant to the League Director. The participant shall remain suspended until their case is considered by the League Director.

**MINIMUM PENALTY:** Suspension from one (1) league game and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Lifetime suspension and/or felonious assault charges filed. (CA Penal Code Sec. 243.8)

2. **NO PARTICIPANT SHALL** be guilty of leaving their offensive, defensive position or respective dugout areas to further incite any verbal or physical confrontation between players on the field or court.

**MINIMUM PENALTY:** Immediate ejection with possible further sanctions dispensed by league office. **NOTE:** In the event said player(s) cannot be identified, the first,

second, third, etc. player(s) in the line-up are subject to being removed from the game.  
**MAXIMUM PENALTY:** Forfeiture and/or double forfeiture of game and player suspensions as determined by league office up to life and/or felonious assault charges filed.

3. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of damaging or defacing agency, school district or sanctioned facilities. Officials or agency representatives are required to immediately suspend individual and report incident to League Director.

**MINIMUM PENALTY:** Suspension from further play until financial responsibility is met by individual and/or team AND probation for remainder of the season.

**MAXIMUM PENALTY:** Lifetime suspension.

4. **NO PARTICIPANT SHALL** be guilty of an abusive verbal attack, including "trash talking" or taunting any participant, official, agency representative or spectator. Officials are required to immediately suspend the participant from further play. The infraction will be reported to the League Director. **This violation additionally includes "after the incident" communication or correspondence in follow up discussions.**

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Four (4) game suspension and/or one year from time of incident.

5. **NO PARTICIPANT SHALL** use deliberately rough tactics during a game against the body and person of an opposing participant. Officials are required to immediately suspend the participant from further play and report incident to League Director.

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

6. **NO PARTICIPANT SHALL** refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent to an official's decision. The degree of infraction shall, in the official's judgment, draw:

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

7. **NO PARTICIPANT SHALL** be guilty of intentionally throwing a bat or item of playing equipment. Officials are required to immediately suspend the participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

8. **NO PARTICIPANT SHALL** appear in, on or around a facility at any time under the influence or in possession of a controlled substance or in an intoxicated condition. Officials are required to suspend the participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** Suspension from two (2) league games and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

9. **NO TEAM OR TEAMS SHALL** engage in physical aggression upon each other, officials, agency representatives, field supervisors or spectators. Officials shall immediately suspend play and report, in writing, the incident to the League Director. Decision by League Director shall involve:

**MINIMUM PENALTY:** Forfeiture of game by one or both teams involved with suspension of one additional game and probation of one year from time of incident.

**MAXIMUM PENALTY:** Dropping of one or both teams from SANCRA member leagues for life.

10. **NO MANAGER, PARTICIPANT, CAPTAIN, OR TEAM REPRESENTATIVE SHALL** at any time be guilty of utilizing a non-roster or ineligible participant; or falsify the identification or age of any participant or person on an official league or tournament sports roster. Such falsification, intentional or otherwise, and with or without that participant or person's knowledge, shall be just cause for disciplinary action. The infraction will be reported to the League Director.

**MINIMUM PENALTY:** One year probation from time of incident.

**MAXIMUM PENALTY:** One year suspension from time of incident.

11. **NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL** at any time use illegal equipment (i.e., altered, ASA banned or illegal bat; metal cleats; exposed, dangerous jewelry).

**MINIMUM PENALTY:** Immediate ejection from the game AND one (1) game suspension.

**MAXIMUM PENALTY:** Lifetime suspension.

12. **NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL** at any time commit a fraudulent act (including gambling upon any play or outcome of any game) concerning any organized SANCRA event, function or sports tournament. Such act shall be cause for disciplinary action.

**MINIMUM PENALTY:** Probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

13. **EACH TEAM MEMBER IS RESPONSIBLE** to ensure that payments made to SANCRA, ASA or member cities (i.e., entry fees, tournament fees, facility costs, etc.) are valid and any costs incurred due to insufficient funds are the entire team's responsibility.

**MINIMUM PENALTY:** Suspension of further play until financial responsibility is met.

**MAXIMUM PENALTY:** Lifetime suspension.

**SPECIAL NOTES:**

1. **The League Directors Shall** have the power and full discretion of imposing penalties on any and all violations of the Players Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Director.
2. Any participant removed from a game must leave the park immediately. Failure to do so will carry a maximum penalty of one year suspension.
3. Any participant having been once penalized by enforcement of the "Code of Conduct" and reported again for violating the "Code of Conduct" will be subject to additional penalties open to the determination of the SANCRA Board.
4. Any individual or team who is placed on probation or suspension for violation of items aforementioned in this Code of Conduct is automatically on probation or suspension for ALL ACTIVITIES sponsored by member cities/organizations during the effected period.

**SANCRA CODE OF CONDUCT IS ENFORCED AND HONORED BY ALL SANCRA AGENCIES, LEAGUES AND TOURNAMENTS. PARTICIPANTS ATTEMPTING TO PLAY IN SANCRA-SANCTIONED EVENTS AFTER BEING SUSPENDED WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTIONS.**

### **MEMORIAL PARK FIELD TEAM USE POLICY**

Teams playing in Cupertino Parks and Recreation Leagues may reserve the softball field for team practices at a reduced cost. There are added charges if lights and field prep are required.

- Requests for a softball field reservation must be made **in person** at Quinlan Community Center, 10185 N. Stelling Road, Cupertino, Monday to Friday, 8 a.m. to 5 p.m.
  - Reservation permits shall be made no more than sixty (60) days prior to the date of intended use.
  - Reservations must be made at least 7 days in advance if special requests are made.
  - Field may only be reserved in two-hour blocks of time for a maximum of 4 hours.
  - For field availability, contact the recreation department at (408) 777-3120.
- Permits will be issued for softball practice only. Baseball is not permitted. Other organized league play is prohibited—softball, cricket, etc.
- Charges for field use are as follows:
  - No charge for Memorial Park Softball field for Cupertino League teams
  - \$37.00 Field preparation
  - \$18.00 per hour for field attendant (2 hour minimum).
  - \$10.00 per hour for lights in the evening.
- No smoking or alcoholic beverages of any kind are permitted in the softball/tennis court complex--including bleachers. This ordinance will be strictly enforced.

## USA Softball Bat Testing and Certification Program

Information on non-linear bats with unique barrel compression thresholds can be seen by clicking on the “Non-Linear Bat Compression Thresholds” on the [USA Softball Certified Equipment page](#).

Certified/Approved: The official bat for the USA Softball Championship Play must meet all the USA Softball Specifications and the requirements of Rule 3, Section 1, and:

1. The official bat, made up of the knob, handle, grip, taper, barrel, and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear either the 2000 Certification Mark, 2004 Certification Mark, or 2013 Certification Mark (Slow Pitch, Men’s Adult Fast Pitch, Junior Olympic Boy’s Fast Pitch and Men’s Modified only), as shown below and must not be listed on the USA Softball Non-Approved Bat List with 2000 or 2004 Certification Mark.



**NOTE:** USA Softball has begun transitioning to the new USA Softball Certification Marks for the 2020 calendar year. On behalf of equipment manufacturers, the USA Softball Equipment Testing and Certification Committee requested that the new certification marks be approved for the 2019 calendar year and the USA Softball Board of Directors approved the new marks (seen here) for 2019 USA Softball Championship Play. The Official Rules of Softball, Rule 3, Sections 1 and 3 will be updated for 2020 to identify the new Certification Marks for Championship Play.



All Games Adult Fast Pitch/All Slow Pitch

AND

2. must be included on a list of approved bat models published by USA Softball
- OR
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with USA Softball Bat Performance Standard. This includes wooden bats.
- Exception:** Senior Softball bats may be used in Senior Championship Play only.

*All bats in USA Softball Championship Play, except Seniors, must pass USA Softball’s Bat Performance Standard. All bats having the 2000, 2004 or 2013 (Slow Pitch, Men’s Adult Fast Pitch, Junior Olympic Boy’s Fast Pitch and Men’s Modified Pitch ONLY) Certification Mark and not listed on the list of Non-Approved bats with Certification marks will be allowed in USA Softball Championship Play. Bats with the 2013 Certification Mark will be allowed in Slow Pitch National Championship Play Only. For your convenience, USA Softball’s website has a listing of all approved bats and bats that have USA Softball Certification Marks and are no longer approved.*

Please check the [USA Softball Certified Equipment](#) webpage for the most up-to-date lists of **Approved and Non-approved Bats**.