

2026 Town of Grand Island Recreation Department Softball Bylaws for Slow Pitch Men's, Women's, Co-Ed Leagues (Amended May 13, 2026)

The USA Softball Rulebook will be used in conjunction with the Town of Grand Island Recreation Department Bylaws as per the use of USA softball playing rules non-championship local league rules.

Go to: <https://www.usasoftball.com/official-rulebook/> for the current rule book. The Town of Grand Island and the Recreation Department Bylaws take precedence over all other rules.

Bylaws and Modifications to USA Softball Rules

1. The league will follow slow pitch rules with no stealing bases for:
 - A. Men's and Women's Leagues - 10 players with extra player
 - B. Coed Leagues - 10 players
2. Softballs:
 - A. 12" .52 Core 300 Comp USA softballs will be provided to each team.
 - B. The home team must provide a new ball. Visiting team must provide a used ball.
 - C. Enough softballs will be provided to each team for each home game. Additional new game balls for playoffs are provided by the Rec. Dept. Each team will be responsible for used game balls for playoffs.
 - D. Only softballs that conform to USA Softball rule specifications can be used.
3. Strike Zone:
 - A. The slow pitch strike zone will be used with the following exception:
 - i. home plate is included in the strike zone / legal pitch. (Mats will not be used in 2025)
4. Official fees:
 - A. \$30 / team / game. Fees are paid in cash at the field. Fees are the responsibility of team coaches.
5. Bats: All bats must meet the following requirements to be used in league play:
 - A. All bats must have the current year GI Rec. approved sticker with signature
 - B. All bats must meet USA softball requirements including visible ASA 2000, 2004, or 2013 markings or USA Softball markings, visible model number and must be on the current USA Softball bat approved bat list.
 - i. Bat Lists change periodically. Bat lists can be found on the USA Softball website: <https://www.usasoftball.com/certified-equipment>
 - C. All bats must be presented 5 minutes before start of the game for umpire inspection. In the event a player arrives late with a bat, they must notify the umpire so it can be inspected.
 - D. All bats are subject to random testing by the Recreation Department.
 - E. Umpires have the final say at the field on bat usage in play.
6. Players / Shorthanded rule:
 - A. Teams may play 10 or 11 players. A team may play no more than 10 players in the field and bat no more than 11.
 - B. The required number of players to start a game is 10.
 - C. A game may begin or finish with 1 less than required to start. i.e. a game may begin or finish with 9 players.
 - i. When playing with less than 10 players, an out will be recorded in the 10th batting spot as per USA Softball rules.

- D. Under no circumstances may a team play with less than 9 players.
 - i. If a team does not have 9 or more players to start a game, the game is a forfeit.
 - ii. If a team loses a player during the game for any reason and does not have 9 or more players to complete the game, it is a forfeit and it is scored 7-0.

7. Runners:

- A. Teams are allowed one courtesy runner per inning.

8. Uniforms and Equipment: players must follow USA Softball rules for uniforms and equipment with the following exceptions:

- A. Uniforms – players must wear appropriate clothing. Matching jerseys are not required.
- B. Footwear – must wear appropriate, closed toes shoes. Metal cleats / spikes are not allowed.
- C. Jewelry – no jewelry is allowed except when medically necessary

9. Game Play:

- A. All games are scheduled for 7 innings with the following exceptions:

- i. Time limit reached

- a. All games adhere to no new inning after 1 hour 10 minutes.
 - b. If more than one game is played at a field (double or triple header) and the start time of the second or third game is affected by the preceding game /s, the following applies:
 - Field with lights – all games play. Games will start after teams have a 5 warm up period.
 - Field without lights – If the game is pushed more than 15 minutes beyond the scheduled start time, the coach of each team will decide whether or not to play. If they decide to play and a game is completed (4 ½ innings or more), the score stands. If they decide not to play, the game will be rescheduled.

- ii. A game called by the umpire due to weather, darkness, or field conditions or other reason

- iii. Run ahead rule is enforced – 15/5

- a. If a team is ahead by 15 or more runs after 5 innings, the game ends and the team in the lead is the winner. The game is scored as is.

- iv. A team becomes shorthanded (less than 9 players). The game is forfeited and scored 7-0.

- B. 4 completed innings constitutes an official game:

- i. If a game ends after 4 completed innings due to weather, darkness, field conditions or other reason determined by the umpire (other than forfeit or unsportsmanlike conduct), the game is complete and scored as is.
 - ii. If a game is called for any reason other than a forfeit or unsportsmanlike conduct prior to completion of 4 innings, the game is incomplete and will be made up. The game will resume where it left off. It is the responsibility of each team to provide scorebooks in the case of any discrepancies.

- C. Home Run Rule:

- i. Field with a fence or other designated home run line. See also ground rules.
 - a. Teams are allowed up to 3 home runs over the fence or designated line in a game. Once the limit is reached, any ball hit in fair play over the fence or line without touching the ground will be an out.
 - ii. Field without a fence or designated line
 - a. No home run limit applies
 - iii. Any ball hit far enough into any part of a field without a fence or designated home run line that allows the runner to score a home run does not count against the home run limit.

10. Umpire:

A. Umpires have the final say in all games.

B. Arrival Time:

- i. If the umpire arrives within 10 minutes of the scheduled start time the game will be played.
- ii. If the umpire arrives more than 10 minutes after the scheduled start time, the coaches of each team can decide whether or not they want to play. If played, the score stands. The 1h 10m time limit will start when the game starts. If coaches cannot agree, the game will be postponed and rescheduled by the Recreation Department.

11. Coed League: All USA Softball rules and Grand Island Recreation Department bylaws will apply with the modifications below:

A. Coed leagues will follow the 10 player rules with the following exceptions:

- i. Teams may play 5 males and 5 females following USA Softball rules, including batting order and fielding positions.
- ii. Teams may play any combination of 5/4 or 6/4 players
 - a. At no point in the batting order can more than 2 males bat in a row, including going from the bottom of the order to the top of the order.
 - b. Teams must have 4 females in the field as follows: 1 female in the outfield, 1 female in the infield, 1 female at pitcher or catcher, 1 female anywhere else in the field.
 - c. If playing any 5/4 combination, shorthanded rules will be followed.
- iii. Teams may play any combination of 6/3 players
 - a. In this combination, teams may only play 9 players (a game cannot be played with any combination of 7/3)
 - b. At no point in the batting order can more than 2 males bat in a row, including going from the bottom of the order to the top of the order.
 - The spot where the third male is listed in the batting order will be counted as an out.
 - c. If playing any 6/3 combination, shorthanded rules will be followed.
 - d. Teams must have 3 females in the field as follows: 1 female in the outfield, 1 female in the infield, 1 female at pitcher or catcher.
- iv. Runners - one male and one female courtesy runner per inning. Courtesy runners must be the same gender as the runner they are replacing.
- v. The same softball (referenced above) will be used for both male and female players.

12. A game will not be played if park regulations / Town laws are not adhered to. If a game is in progress and an official of the Recreation Department notices a violation of regulations such as parking, alcohol consumption, etc. the game will be stopped until such violations are corrected.

13. All other general adult league rules and procedures are found on the Grand Island Recreation Rules and procedures agreement

Bat Testing

1. For bats to be tested, players are to ensure the bat is on the certified list from the website: <https://www.usasoftball.com/certified-equipment>
2. All bats must have legible make, model number, and certified logos on the bat. If any of these are not legible, the bat will not be tested.
3. Bat testing is by appointment only Monday-Friday 8:30 a.m.-3:30 p.m. at the Recreation Office and are subject to staff availability and the number of bats being tested. Coaches are to schedule an appointment with the Rec. office to have their team bats tested and to pick up their game supplies.

4. Bats that are dropped off without an appointment or after 3pm will be tested the next business day.
5. Extended bat testing hours are limited. Notifications will have details. (i.e. Monday to Wednesday 5pm to 7pm)
6. If a bat passes the test and is approved, it will have the signed annual GI rec sticker applied to the bat.
7. Bats that fail the compression test are not allowed in the league.
8. There will be no bat testing at the fields.
9. All bats are subject to random bat safety checks.

Ground Rules

Playing Field Dimensions

1. All playing fields adhere to dimensions available based on field size and are determined safe for adult softball play.

Nike Base:

1. Right and Right Center Field
 - A. Any ball hit in the air over the outfield fence is a home run.
 - B. If the ball goes over the fence over the air and bounces back into play, it is a home run
 - C. Both A and B count towards the home run limit
 - D. Any ball that hits the ground or fence and rolls through the outfield fence or is lost and not visible in the vegetation is a ground rule double.
2. Left and Left Center Field
 - A. Any ball that hit into the bushes in the air is a home run. This counts towards the home run limit.
 - B. Any ball that hits the ground and rolls / bounces into the bushes in left field is a ground rule double.
3. Out of Play Lines
 - A. Left Field – The out of play line extends just in front of the tree, then to the inside corner (closest to the field) of building 3
 - B. Right Field – The out of play line extends to the corner of the parking lot, then directly to the light pole. Anything on the pavement is out of play.

Kaegebein 1 (corner of Broadway and East Park):

1. Any ball hit in the air into the ice rink is a home run. This counts towards the home run limit.
2. Any ball that hits the ground and rolls / bounces into the ice rink ground rule double.
3. A ball caught in fair territory and carried into the ice rink is an out. Catch and Carry rules apply.

Kaegebein 3 (corner of East Park and Love, by the church):

1. Right and Right Center Field:
 - A. Any ball hit in the air that lands on the pavement, hits the church, goes over the church or hits any light pole a home run. This counts towards the home run rule.
2. Right, Right Center and Left Field
 - a. Any ball that lands in the field of play and then rolls / bounces out of play is a ground-rule double
3. Left Field
 - a. Any ball that rolls into the transformer area is a ground rule double.
 - b. Any ball that goes in the air directly over the transformer is a home run. This counts towards the home run limit.