



**Rome-Floyd Parks and Recreation
Adult and Church League
Slow Pitch Softball Handbook**

Last Updated: October 27, 2026

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Welcome & Mission

Welcome and thank you for signing up for our league. We are excited to have you join our league this season. We hope you have a great experience and enjoy the season playing with your team!

The adult and church league softball program exists to provide organized recreational opportunities that emphasize sportsmanship, fair play, fellowship, teamwork and healthy competition – for adults in our community.

Participation in the adult and church league is a privilege. Players, coaches, managers, spectators, officials and staff are expected to always represent themselves and their organizations in a positive manner.

The mission of Rome-Floyd Parks and Recreation Authority is to provide high quality, diverse, and accessible programs, services, and facilities that enhance the quality of life for all ages, cultures and abilities.

Section 1 – League Information

1.1 General League Information

- The RFPRA adult league consists of three divisions; Church, Rec and Open.
- Location: All games will be played at the Alto Park Turf Complex. The complex is located at 1014 Burnett Ferry Rd. Rome, Ga. 30165
- Game Times and Formats
 - Games will be played on Monday, Tuesday, Wednesday and Thursday.
 - Game times will be 6:30pm, 7:30pm and/or 8:30pm
 - Games will be 1 Hour OR 7-Innings; whichever comes first.
 - Each at bat will start with a 1-1 count.
 - Strike mats will be utilized in all divisions.
 - Games will be final once the game clock hits 0:00
 - Exception: If the home team is not leading. If the visiting team is losing and still at bat, or if the game is tied.
 - If the game is tied at the 0:00 mark, 1 extra inning will be played. The international tie breaker will be implemented. The last scheduled batter will be placed on second base. This inning begins with no outs.
 - After 1 full inning of international tie breaker, if the game is still tied, the game will be recorded as a tie.

1.2 Fees

- Team Fees for Rec and Open League is \$450.00 per season
- Team fees for Church League is \$400.00 per season.
- Team fees are to be paid prior to a team using our complexes for practice.
- Fees can be paid in person at the main office by using a card or check.

1.3 Practices

- Teams may reserve a field for practice at the following parks:
 - Alto Park (Upper Fields)
 - Any of our community fields.
- Fields are not first come first serve and must be reserved for practices.
- Practice times are:
 - 5:30pm to 6:45pm on week nights. (1-hour and 15-minutes)
 - 10am to 11:30am, 11:30am to 1:00pm, 1:00pm to 2:30pm, 2:30pm to 4:00pm, and 4:00pm to 5:30pm on Saturdays. (1-hour and 30-minutes)
 - 12:30pm to 2:00pm, 2:00pm to 3:30pm, 3:30pm to 5:00pm, 5:00pm to 6:30pm, and 6:30pm to 8:00pm on Sundays. (1-hour and 30-minutes)
- Fields may be reserved by calling Pam on Thursdays to reserve for the following week.

1.4 Seasons

- Spring Season: Played February to March
 - Summer Season: Played July to August
 - Fall Season: Played Late October to November
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Section 2 Player Eligibility

2.1 Rec and Open Players

- Players must be 18 years old or older to play in the rec or open league.
- Age control date is September 1st of the current year.
 - Players must be 18 years of age or older on or prior to September 1st of the current year.

2.2 Church Players

- All players listed on the roster must be at least 16 years of age or older on or before September 1st of the current year.
- Player should attend the church they are playing with on a regular basis.
- Church leadership must sign off on the roster verifying that every player on their church roster does attend their church, is a member of their church, or is a member of another church that is not in the league and is approved to represent their church in the league.
- RFPRA reserves the right to investigate and verify eligibility.

2.3 Dual Roster Restrictions

- Players may participate on:
 - Church and Open roster during same season
 - Church and Recreation roster during the same season.
 - Players may not participate on:
 - Multiple church rosters during the same season.
 - Multiple rec or open rosters during the same season.
 - Recreation and Open during the same season.
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Section 3 Team Rosters

3.1 Roster Regulations

- Rosters are final after your third game.
- Rosters must be signed by each individual player, by the third game.
- Copies will be at the complex for your players to sign.
- Rosters need to be legible for staff to read.

- Roster changes need to be made aware to staff prior to added player playing in a game.
- NICKNAMES ARE NOT PERMITTED FOR PLAYER NAMES ON ROSTER.

3.2 Roster Size

- Roster limit is 20 players per team
- Roster minimum is 9 players
 - A team may begin or end a game with 8 players in a game.

3.3 Roster verification

- Staff members reserve the right to verify player's eligibility and/or identity at any time with or without notice.
- Acceptable Methods of Identification for Verification:
 - Government issued ID
 - State Driver's License
 - Military ID
 - State ID
- Verification methods must have players' full name, and photo for identification.
- Team coach, captain or manager is responsible for ensuring roster accuracy.

3.4 Illegal Players

- Use of any illegal player or non-rostered player may result in:
 - First offense – automatic forfeiture
 - Second Offense – automatic forfeiture and manager suspended for 1 game.
 - Third offense – team suspension and possible removal from league for remainder of season.
 - Possibility of suspension or removal from future seasons.

Section 4 Team Uniforms, Team Names & Sponsors

4.1 Uniform Requirements

- Matching or Like Colored Jerseys – Mandatory
 - Six-inch non-duplicating numbers on the back of each jersey.
 - Last names highly encouraged.

Grace Period

- One-week grace period from the start of the season for getting uniforms.
 - Anyone who cannot get jerseys by this time must wear plain white t-shirts with team name on the front, and last name and number on the back.

- Should be written on with permanent marker or pressed on with heat vinyl.

4.2 Team Names

- All team names must be approved by the Sports Manager prior to ordering uniforms.
- Prohibited Uniform Content or team names:
 - No vulgar, obscene, discriminatory, or offensive language or graphics will be permitted in the league – regardless of the language it is written in. (In short: Still not permitted even if it is not written in the English language.)

4.3 Shorts vs. Pants

- Shorts or baseball/softball pants are fine.
- Shorts and pants are not required to be the same color, but encouraged to maintain an organized look and appearance.

4.4 Sponsors

- Sponsors are permitted in the adult and church leagues.
- Teams are encouraged to obtain sponsors to offset the cost of uniforms, bats, balls, teams fees, etc.
- Sponsors may be displayed on team jerseys, or with dugout banners.

Section 5 Equipment Regulations

5.1 Softballs

- Only league approved softballs may be used in rec, open or church leagues.
- The only approved softballs are .44/375 and .44/400
- Senior balls or other core softballs are not permitted and considered illegal for use in league play.
- Use of illegal softballs may result in forfeiture.

5.2 Bats

- Permitted bats must be USA or USSSA stamped softball bats.
- Length/Weight “Drop” of bats are optional per player preference.

5.3 Illegal Bats & Softballs - Penalties

- Any player found to be using an illegal softball, or illegal bat is subject to discipline action.
 - If found prior to entering the batter’s box: Bat will be removed from the dugout completely.
 - If found after the batter has entered the batter’s box: Batter will be declared out, and player is subject to ejection.

- If a team is found to be using illegal softballs prior to pitching the ball, the ball(s) shall be removed from the dugout.
- If a team is found to be using illegal softballs after the pitcher has thrown the first pitch, said team is subject to forfeiture and possible suspension.
 - Sports Program Manager reserves the right to handle these types of situations on a case-by-case situation.

5.4 Cleats

- The following types of cleats or shoes will be allowed on the turf:
 - Molded Rubber Cleats
 - Turf Shoes
 - Tennis Shoes
- The following types of cleats or shoes will NOT be allowed on the turf:
 - Steel Spikes
 - Metal Cleats
 - Open Toed Shoes
 - Shoes with no back support
 - Barefoot

Section 6 Game Rules

6.1 Game Length

- Games will be 7-innings or 1-hour. Whichever occurs first.

6.2 Run Rule/Mercy Rule

- 20 runs after 3 innings
- 15 runs after 4 innings
- 10 runs after 5 innings
- 8 runs after 6 innings
 - The losing team must have completed their at bat before run/mercy rules can apply.

6.3 Grace Period

- There will be a 10-minute grace period for the first game of the day only.
- All other games – game time is forfeit time.

6.4 Batting

- Each at bat begins with a 1-1 count.
 - 1 ball and 1 strike
- Once a batter reaches a 3-2 count, the next foul counts as strike 3.
- Batters are not required to wear a batting helmet but it is encouraged for safety.

- If a batter hits the ball and the ball strikes the pitching screen it will count as a dead ball/foul ball.
 - If the batter already has a 3-2 count when this occurs, the batter will be called out.

6.5 Pitching

- Pitchers must pitch from the 50' mark
- Pitchers must pitch from behind the screen until the ball is put into play.
- Pitchers are not required to wear a mask, but it is encouraged for safety.

6.6 Base Runners

- Base runners must stay in contact with their designated bag until the ball is put into play.
- There is no stealing permitted in any of our divisions.
- Leaving a bag too early will result in the runner being called out.
- If a base runner is hit with a hit ball:
 - If the batted ball touches or passes any infielder (excluding the pitcher) before hitting a runner, the runner is **not out**. The ball remains live and playable.
 - *Exception:* If the ball passes an infielder and the umpire judges that another infielder has a reasonable chance to make a play, the runner can still be called out for interference.
 - If a runner is hit by a fair-batted ball in fair territory *before* it passes an infielder, the runner is **out**, the ball becomes dead, and the batter is awarded a base hit. Intent does not matter in this scenario.
 - A runner standing still on a base is **not out** if hit by a fair-batted ball, unless the umpire judges they did so intentionally.
 - Deflected ball: If a batted ball strikes the base, a wall, or a fielder and *then* hits a runner who is standing still, the runner is generally **safe** because they had no time to avoid it.
- ALL CALLS ARE UMPIRE JUDGEMENT CALLS AND ARE FINAL.

6.7 Fielders

- The game will be played with 10 in the field.
 - Positions will include: Pitcher, Catcher, 1st, 2nd, 3rd, SS, RF, RCF, LCF, LF.
 - A middle man or “rover” may be utilized if a team chooses to do so. The middle man must be one of the 4 outfielders rolling up to play as a “middle fielder”.
 - Other than the pitcher and catcher, fielders may position themselves anywhere on fair ground when each pitch is delivered.

Section 7 Home Run Rules

7.1 Open Division

- 4 Home run limit.
 - If a team has hit 4 home runs, they may not hit any more.
 - For every additional over the fence home run that is hit after 4, it will be recorded as an out, and the batter will be called out.

7.2 Church and Recreation Divisions

- In both of these leagues the teams will be allowed 2 home runs
- After the 2nd home run, the next 2 over the fence home runs will be recorded as a single.
- Any additional over the fence home runs after the 2 singles will be recorded as an out and the batter will be called out.

7.3 Totals

- Home run limits apply to team totals NOT individual players

Section 8 Batting and Substitutions

8.1 Batting Order

- Teams may utilize a rotary or non-rotary format of lineups.
- If using rotary, the whole team is on the lineup and the team may free sub as many times on defense as they choose.
 - If not using rotary method, each team may bat 10 players with (1) extra hitter, (or (2) extra hitters if using men and women on the team.)
- Lineups are to be turned into the score keeper and shared with the opposing team no less than 10 minutes prior to the start of your game.
 - Full names only on the lineups. **NO NICKNAMES.**

8.2 Courtesy Runner

- Each team may utilize a courtesy runner once per inning for any player not the pitcher. If no subs, this courtesy runner may be the last batted out.
- The courtesy runner cannot be someone already in the batting lineup.
 - Exception: If CR is for a player other than pitcher and there are no subs present, it may then be the last batted out.

8.3 Pitcher's Runner

- Each team may utilize a player to be the runner for the pitcher 1x per inning.
- If a team wishes to utilize a player as a pitcher's runner, they must make this known and designate the player who will be the acting pitcher's runner, to the umpire during the home plate meeting.
 - The PR may be anyone on the roster provided they are in attendance at the time of the home plate meeting.
- The pitcher will be defined as the player who was pitching at the time of the 3rd out during the previous inning.

Section 9 Pitching Regulations

9.1 Pitching Regulations

- The ball must be pitched in a definite underhanded motion at slow speed.
- The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate.
- The pitched ball shall not rise higher than 10 feet above the ground.
 - EFFECT Sec. 6. A-C. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire (NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch). The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered pitch.

Section 10 Courtesy Runners and Injuries

10.1 Courtesy Runners

- See section 8.2

10.2 Injured Players

- Players injured during the game may leave the game with no penalty provided said team has enough players to maintain the required number of players.
 - A sub can be placed in the lineup if available.

10.3 Blood Rule

- Any participant with blood on their person, uniform, or equipment must leave the game until corrected.

Section 11 Sportsmanship and Conduct

11.1 Alcohol and Drugs

- Alcohol and illegal drugs are not permitted on RFPRA properties.
- Vape and tobacco products are not permitted within the complexes or facilities of RFPRA.

11.2 Conduct

- Unsportsmanlike conduct includes (but not limited to):
 - Profanity or harassing statements directed towards officials, other players, or spectators.
 - Fighting or Threatening behaviors
 - Abuse or harassment of staff.
 - Throwing equipment

11.3 Spectator Conduct

- Team managers/coaches/captains are responsible for maintaining appropriate spectator conduct from your teams' fans/spectators.
 - Failure to do so may result in ejection of the spectator and team coach/captain if necessary.

11.4 Dugout Conduct

- Only rostered players and approved coaches/managers are permitted in the dugouts.
 - Fans, family members and other spectators are not permitted in the dugouts.
- Umpires prefer that players remain inside the dugout, with gates closed and bats and other equipment inside the dugout.
 - If a team's bats are outside their dugout and a ball (batted or thrown) hits their bats, the umpire will penalize the pitching team.

Section 12 Ejections and Suspensions

12.1 Ejected Participants

- Ejected players/spectators/participants must leave the facility immediately.
- Ejected persons must immediately leave the complex or facility, meaning they must be outside of the main gate/entrance and may not reenter.
- Failure to leave immediately may result in a team forfeiture.

12.2 Suspensions

- First Ejection = One-game suspension
- Second Ejection = Two-game suspension
- Third Ejection = Player suspended for the remainder of the season.
 - Sports Manager reserves the right to adjust the severity of the suspension based on the severity of the actions that resulted in an ejection. (ex. Suspensions could carry over to next season)

12.3 Fighting

- Any person/participant involved in a fight may be suspended for up to, but not limited to, the remainder of the season.

12.4 Authority

- RFPRA reserves the right to impose additional penalties.
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Section 13 Weather, Lightning & Rainouts

13.1 Weather Decisions

- RFPRA Staff will determine field playability and any cancellations.
- Game cancellations will be announced through the SportsYou app and through our social media platforms.
- Decisions will be made by 2:30pm if at all possible.
 - If the radar looks like it may break or go around our area, we will attempt to hold off on making a decision as long as we can.

13.2 Lightning Policy

- A lightning delay will be issued if and when:
 - Lightning is seen nearby.
 - Weather apps and lightning detectors indicate that lightning is less than 8 miles away from the park.
- If there is a lightning delay issued:
 - Play shall be stopped immediately.
 - Players and spectators should seek shelter until the delay has passed.
- Play can only resume once 30 consecutive minutes have passed without lightning being in the area and the detector says it has moved at least 8 miles or more away from the park.

13.3 Rainouts

- Every effort will be made to reschedule any rained out games.

- Church league will only be asked to play on Wednesday's in the event there is a rained out game and staff has no other day to make the game up.
- In the event a game is in progress when inclement weather affects the game, the game will be deemed a "complete game" if:
 - 35 minutes have been played, meaning there is 25 minutes or less left on the clock.
 - In this scenario games would not be made up, continued or rescheduled.

Section 14 Standings & Tiebreakers

14.1 League Standings

- League standings are determined by winning percentage.

14.2 Tie-Breaker Order

1. Head-to-Head Record
2. Fewest Runs Allowed
3. Run Differential
4. Coin Toss by RFPRA

14.3 Awards

- Rings will be awarded in all divisions of the RFPRA league.
 - Ring will be given to the champion team of the Rec league, Open league & Church league, respectively.
 - Ring will be given to the runner-up team of the Rec league, Open league & Church league, respectively.
 - In the event there are multiple divisions within a league, each division will be awarded for champion and runner-up.

14.4 Move Up

- RFPRA and the Sports Program Manager reserves the right to move a team from rec league to open league should they finish as champion, or runner up.
 - This will be at the discretion of the sports program manager and league administrators and will be on a case-by-case basis.
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Section 15 Protests and Appeals

15.1 Allowed Protests

- Illegal Players
- Illegal Bats
- Illegal Softballs
- Batting out of order
 - Protests must be made to the umpire prior to the next batter entering the batter's box.

15.2 Non-Allowed Protests (include by not limited to)

- Judgement Calls
- Balls and Strikes
- Safe/Out Calls
- Fair/Foul Calls
- Ejections or Suspensions

15.3 Judgement Calls

- Judgement calls made by an umpire, game official, or full time RFPRA staff member are not appealable or able to be protested.
- If you believe there was an error made please contact the Sports Manager in writing so they can evaluate and investigate the situation and address the situation they see fit.
 - This does not indicate that the sports manager will overturn a call, however it does indicate that they will investigate the situation to see if an error was made so that it can be addressed as necessary.

Section 16 RFPRA Authority

16.1 Rights and Authority of RFPRA as the program administrator.

- The Sports Manager and Sports Staff reserve the rights to interpret, modify, or enforce rules in the best interest of player safety, sportsmanship, and league operations.
 - Situations not covered in this handbook shall be governed by current RFPRA policies and the judgement call of league administration.
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Sports Staff Contacts

- Blake Lambert – Sports Program Manager
 - 706.331.3256
 - Blake.Lambert@FloydCountyGA.org
- Brad Hobbs – Assistant Sports Program Manager
 - 706.252.1156
 - Brad.Hobbs@FloydCountyGA.org
- Adam Mull – Sports Program Coordinator
 - 706.252.6438
 - Adam.Mull@FloydCountyGA.org
- Pam Hobbs – Sports Administrative Specialist
 - 706.676.0733
 - Pam.Hobbs@FloydCountyGA.org



You've been invited to join

RFPRA Adult/Church League Softball

Use your **unique access code** below and follow the instructions.

Access Code

ERGY-YZUP

Join via Website

New Users

1. From your computer, phone, or tablet, visit **sportsyou.com**
2. Click **Get Started** and enter your email
3. Go to your email and click **Confirm Your Email**
4. Click **Enter Access Code** to enter code, then finish setting up your account

Existing Users

1. From your computer, phone, or tablet, go to **sportsyou.com** and log in
2. In left column, click **Join Team/Group**.
3. Click **Enter Access Code** to enter code, then **Join Team** or **Join Group**

Join via App

New Users

1. On mobile device download **sportsYou app** from the **App Store** (iOS) or **Google Play Store** (Android)
2. Open the sportsYou app and tap **Create Account**
3. Tap **Enter Access Code** to enter code, then finish set up

Existing Users

1. On mobile device log in
2. In bottom tray, tap **Teams/Groups**
3. Tap **blue +** button, then tap **Join Team/Group**
4. Enter access code and click **Join**



visit us at www.sportsyou.com
or in the app stores





HEAD COACH'S NAME:		
TEAM NAME:		
DIVISION: (CHURCH, REC, OPEN)		

Specific Date(s)

Please List specific dates you would like to avoid this season a discription of the conflict(s) (if mulitple requests list in order of preference).

Reacuring Day / Time

Please list reacuring days of the week or game times and a discription of conflict(s) (if mulitple requests list in order of preference).
