

# Wallace Marine Sports Complex



## 2026 League Rules Wallace Marine Park Administrative Rules & Regulations





[softballcityusa.com/](http://softballcityusa.com/)



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### Softball Players' Council

The Softball Players' Council has been developed to advise and assist City of Salem staff in the operation and management of the softball complex and associated softball programs. This council is made up of sponsors, City staff, and representatives from teams participating in league play. The council board meets monthly or more often if necessary. If you have any questions or if you would like to join, please contact *spc@softballcity.com*.

Robert Scott, President

Troy Adevai, Men's Vice President

Dan Smith, Seniors' Vice President

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**Si necesita ayuda para comprender esta información, por favor llame 503-588-6211.**

**If you need help understanding this information, please call 503-588-6211.**

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It is the City of Salem's policy to assure that no person shall be discriminated against on the grounds of race, religion, color, sex, marital status, familiar status, national origin, age, mental or physical disability, sexual orientation, gender identity, and source of income, as provided by *Salem Revised Code* Chapter 97. The City of Salem also fully complies with Title VI of the Civil Rights Act of 1964, and Americans with Disabilities Act of 1990, and related statutes and regulations, in all programs and activities. Special accommodations are available, upon request, for persons with disabilities or those needing sign language interpretations, or languages other than English. To request accommodations or services, please call 503-588-6261 at least three business days in advance.

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**Parks and Recreation**

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# CITY OF SALEM

# LEAGUE RULES

## AND WALLACE MARINE PARK SOFTBALL COMPLEX ADMINISTRATIVE RULES AND REGULATIONS

The City of Salem, players, coaches, umpires, and the community, in general, have joined forces to build a bigger and better softball program. As part of City of Salem responsibilities, City staff will register all teams with the United States Specialty Sports Association (USSSA) and USA Softball (Formerly the Amateur Softball Association- ASA). Registering with these national affiliations provides teams the opportunity to play league and weekend tournaments, as well as state, regional, and national championship play. Teams may also have the opportunity to purchase secondary medical and liability insurance if desired through USSSA and USA Softball.

League and tournament play at the Wallace Marine Park Softball Complex will operate under a Code of Conduct (*See Rule 1*). All participants and spectators are expected to abide by the complex rules. It is imperative everyone at the complex supports a climate of respect, positive sportsmanship, and safety of self and others. Every complex guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in disciplinary action.

The City of Salem reserves the right to add, delete, and/or change any rules at its discretion. All leagues which play at the Wallace Marine Park Softball Complex will use the current *USSSA Rule Book* with the following modifications and additions.

## GENERAL LEAGUE RULES

### 1. Code of Conduct

- 1.1. League and tournament play at the Wallace Marine Park Softball Complex and satellite ballfields operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while at Wallace Marine Park Softball Complex or any event sponsored by the City of Salem. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the playing field.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the games of softball and kickball.

## 2. Add/Drop

- 2.1. Any additional players must be added to roster throughout the season pursuant to add/drop rules. Team rosters may not exceed 20 players at the beginning of a season. Once a season has begun, teams will have 40 roster spots to work with. Players will only be dropped if they are moving to a different team and cannot return their original team after that occurs. Dropping players does not open a spot on the roster. If a team has used all 40 spots on their roster and cannot field a team from those players, the game will be a forfeit. Rosters will refresh at the start of a new session (i.e., Spring, Summer, and Fall).
- 2.2. If a player is not currently on the team roster, they must be added prior to stepping foot on the field. This can be done by seeing a Staff Member at the complex. A player is considered to be on a team's roster if player information is completely filled out. Each player's signature is required on the Official Team Roster, and government-issued photo ID must be provided by the first night a player participates in a game.
- 2.3. Players may not be on two rosters on the same night. If a team adds a player from the same league night or uses a non-rostered player, then the game is considered a league forfeit. *Exception: See **Rule 26 Eligibility**.*  
*Exception: Women's League refer to **Rule 54 Borrowed Players**.*
- 2.4. If a team has been warned that their roster is close to being in violation of eligibility rules, they will need to get all additions approved by the Softball Coordinator or Specialist prior to adding players. If players are added without approval, the games played that night will automatically be considered a forfeit.

## 3. Age Minimums

- 3.1. Players must be at least 18 years of age or older to play in the adult Softball league program.
- 3.2. Players must be at least 15 years of age or older to play in the adult Kickball league program.
  - a. Players ages 15 through 17 who are playing Kickball must have a parent/guardian release and a parent/guardian signature on the roster/waiver form to be eligible.

## 4. Alcohol

- 4.1. The use of alcoholic beverages is prohibited in City of Salem parks, streets, public open spaces, designated sports fields, and recreational buildings.  
*Exception: An authorized concessionaire may be permitted to distribute alcoholic beverages by the Oregon Liquor Control Commission (limited to 14 percent or less of alcohol by volume) at the Wallace Marine Park Softball Complex.*
- 4.2. Beer, wine, and wine coolers, limited to 14 percent or less of alcohol by volume, may be purchased at the Wallace Marine Park Softball Complex concession stand.
- 4.3. Players shall not take alcoholic beverages onto the field. Team members who are observed consuming alcoholic beverages on the field will face disciplinary action. In addition, the team may face further discipline.

## 5. Cleats

- 5.1. Metal cleats are prohibited inside the Wallace Marine Park Softball Complex.  
*Exception: Girls 14U through Women's, Men's Fast Pitch, and high school and college teams.*

## 6. Coach / Team Representative Responsibilities

- 6.1. Roster forms must be current at all times. This includes full name, Date of Birth, phone number, street address and/or PO box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.
- 6.2. Ensure that all players, coaches, managers, and team representatives have read and signed the *Liability Waiver and Roster Form*, and shown government-issued photo ID prior to playing. Players, coaches, managers, and team representatives who have not signed the waiver form or shown proper ID may not participate in City of Salem programs.
- 6.3. Make payment of all associated team fees by posted deadlines. Teams who have not met fee requirements will not be allowed to play until such time all fees are paid.
- 6.4. Immediately notify Softball Coordinator/Specialist of any coaching and/or team representative changes, including new contact information.
- 6.5. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.
- 6.6. Coaches are the only team member that may communicate with the umpire during or after a dispute.
- 6.7. On game nights, coaches must be prepared to meet with the assigned umpire and opposing team's coach at home plate to discuss game rules, variations, and/or disputes.
- 6.8. Ensure that all equipment used by team/players is approved equipment by the league/tournament sanctioning body.
- 6.9. Clean out the dugout after each game.

## 7. Disciplinary Appeal Process

- 7.1. Individuals may appeal a disciplinary action. Appeals shall be directed to the Softball Players' Council. The individual must submit the appeal in writing to the Softball Coordinator or Softball Specialist, City of Salem Public Works Department, 555 Liberty Street SE, Room 325, Salem, Oregon, 97301-3513, within three business days from the date of the violation.
- 7.2. Appeals will be addressed by the appropriate City of Salem staff and/or the Softball Players' Council.
- 7.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 7.4. If the City of Salem staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 7.5. If the appeal date is missed, then the disciplinary action will stand.
- 7.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Player will be notified by phone call, certified letter, and notification of team coach.
- 7.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to **Rule 9.2.c Ejections/Suspensions**.

## 8. Dropping Players From Lineup

- 8.1. If a player leaves for any reason and there is no substitute, an out will be taken for that spot in the lineup. If a player is injured and leaves the game, that player's spot will not be considered an out. The injured player is not allowed to come back into the game.

## 9. Ejections/Suspensions

- 9.1. A player, manager, coach, or spectator ejected from a game will be subject to the following penalties:
- First Ejection  
One-game suspension from the complex and from the next scheduled league game with that team. Probation for the remainder of the season.
  - Second Ejection  
A 30-day suspension from the complex, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for the remainder of the season.
  - Third Ejection  
Banned from the complex, the league, and tournament play for one calendar year.
  - Game Removal  
At the discretion of the game umpire, a player may be removed from the game for minor infractions.
- 9.2. Teams will be subject to the following penalties:
- Any team with 3 or more players ejected from a single game will automatically forfeit the game, and play will be discontinued.
  - Any team that forfeits more than two games because of disciplinary action will be suspended from the complex and from league play for the remainder of the season.
  - Any team that knowingly allows a suspended player to participate with the team during a game will be suspended from the complex for the remainder of the season.

- 9.3. Any player(s) involved in any aggressive physical attack will be automatically suspended for a minimum of one year from the date of the infraction. The participant will have the option to appeal to the Softball Players' Council following the appeal process outlined in **Rule 7 Disciplinary Appeal Process**.
- 9.4. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the complex.
- 9.5. Any player who is ejected must exit the complex immediately. If they do not, it will be an automatic forfeit for their team. The game clock will not be stopped during that time.
- 9.6. If a player is facing penalties due to an ejection, they may not be inside the complex until they are eligible to play. (No coaching or spectating)
- 9.7. The umpire reserves the right to enforce a less severe penalty, called a sit down. If they do, they will make that clear. If a player is given a sit down it means they can quietly remain in the complex but are done playing for the remainder of that game.
- 9.8. Players who are removed from a game, whether ejected or given a sit down, can be replaced in the lineup with a substitute or their team can take an out for their spot in the batting order.

## 10. Forfeits

- 10.1. One or both games missed in one night's play constitutes a forfeit.
- 10.2. If a coach knows their team is going to forfeit, they must notify City of Salem a minimum of 24 hours before the scheduled game time to avoid a forfeit fee. Teams must notify City of Salem of an anticipated forfeit, even if it is past the 24-hour deadline, so that the opposing team and the umpire may be notified.

- 10.3. In the event 14 players remain between the two teams, the umpire will work a forfeited game with a maximum 55-minute time limit. There will be no exceptions to this time limit rule.
- 10.4. Nonappearance Forfeit Penalties
- a. First Offense
 

\$25 fine, defined as a warning, and next offense will be probation. This fine will be paid prior to the next scheduled game.
  - b. Second Offense
 

\$50 fine, and team on probation for the remainder of the year.
  - c. Third Offense
 

Ejection from league for the remainder of the year. No refund will be given for remaining games.

## 11. Game Times

- 11.1. Game times will start at 6:20 p.m., 7:30 p.m., 8:40 p.m., and 9:50 p.m. Once a game is over, players should move quickly on and off the field to ensure the following games may start on time. The City of Salem reserves the right to alter game times for certain nights if there are less than four rounds being played or if the change benefits the overall schedule of complex.

## 12. Home/Visiting Team Designation

- 12.1. Home and visiting team designations will be identified on league schedules posted by the City of Salem.

## 13. Profanity

- 13.1. The Wallace Marine Park Softball Complex will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.

- 13.2. The first time profanity is used, a verbal warning or ejection will be issued.
- 13.3. The second time profanity is used, the next at bat/kick will be given an out. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of their team and profanity continues, the team will forfeit the game.
- 13.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offence. *See Rule 1 Code of Conduct.*
- 13.5. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty umpires.
- 13.6. Any use of profanity will result in an automatic out for the next batter. Unless batter/kicker is still at bat/kick, then the current batter/kicker is called out.
- 13.7. Any use of the 'f' word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the 'f' word will result in an immediate ejection; the ability to play in the next game will be up to the umpire's discretion.

## 14. Protests and Umpires

- 14.1. Coaches and managers have the right to question an umpire's call.
- 14.2. Coaches and managers may only protest the umpire's interpretation of playing rules or player eligibility.
- 14.3. Judgment calls such as safe/out, fair/foul, or calling a game due to rain, may not be protested. Once the umpire renders a ruling, that ruling will stand.
- 14.4. Should a player, coach, or manager choose to protest a call, the protest must be made to the umpire immediately and prior to the next pitch. Once the next pitch occurs that specific protest cannot be launched.

## 15. Rain Outs

- 15.1. Rain out games will be determined by 4 p.m. on weekdays. Call the Rain Out phone number 503-362-1396 or check the website at [www.softballcity.com](http://www.softballcity.com) or [www.teamsideline.com/salem](http://www.teamsideline.com/salem). In the event inclement weather occurs after 4 p.m., a decision will be made and communicated as soon as possible regarding field conditions.
- 15.2. Coaches and team representatives are responsible for informing all players of this procedure.

## 16. Release of Liability and Assumption of Risk

- 16.1. Participants must show government-issued photo ID when they sign the release of liability and assumption of risk prior to playing their first game. Parents/guardians must sign for minors.
  - a. The City of Salem does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.
  - b. Participants shall acknowledge the inherent risks associated with recreational activities, and in consideration for being permitted to participate in the activity, the parent/guardian/participant shall voluntarily release, absolve, indemnify, and hold harmless the City of Salem from any liability, negligence, and expense in any way resulting from their (or their minor child's) participation in this activity. The parent/guardian/participant shall additionally agree that the City may use and reproduce a participant's likeness for City marketing purposes.

## 17. Roster Protests

- 17.1. A team's roster must be protested prior to the first pitch of the third inning. Once the third inning has started, a protest may not be initiated.

*Exception: Should a team add a player during the course of the game, a protest may be made at the time of the addition.*

## 18. Safety

- 18.1. Field gates must be shut before the first pitch of each inning.
- 18.2. Only 1 third-base and 1 first-base coach may be used.
- 18.3. Two on-deck batters are allowed outside the gate between the base coach and home plate.

## 19. Tournament

- 19.1. During an end-of season tournament, the home team and the visiting team will be decided by a double coin flip.
- 19.2. The game for first and second place and the game for third and fourth place will be a full seven innings with no time limit for all leagues.
- 19.3. Should an end-of-season tournament be scheduled, rosters will be frozen at the end of the night, 3 scheduled weeks before the tournament. *Any exceptions must be approved by the Softball Coordinator or the Softball Specialist.*
- 19.4. Every team will be roster checked during the tournament.
  - a. If in violation, the game will be a forfeit.
  - b. Coaches/Managers will be given an updated roster with eligible players prior to their first game that night.



# SOFTBALL LEAGUE RULES

## 22. Added/Late Players

- 22.1. Players can be added at any time, up to ten players per team, and must be added to the end of the lineup as well as be declared to the umpire. The umpire will communicate the late arrival to the opposing team.
- 22.2. After the first pitch of the third inning, the 11th player and beyond may only enter the game as a substitute.

## 23. Classification Definitions

### 23.1. Elite (ELT)

Players are highly skilled in all aspects of softball play (e.g., hitting, fielding, and game/play execution). The level of play is competitive and consistent from inning to inning and from game to game. An **Elite** league classification is equal to a tournament level of C or higher.

### 23.2. Advanced (ADV)

Players have above average skills in all aspects of softball play. The level of play is somewhat competitive and inconsistent from game to game. Players should be fundamentally solid with strategic approach to the game. An **Advanced** league classification is equal to a tournament level of D.

### 23.3. Intermediate (INT)

Players have average or below-average skills in all aspects of softball play. The level of play is middle-of-the-road, recreational, and inconsistent from game to game. An **Intermediate** league classification is equal to a tournament level of E.

### 23.4. Recreational (REC)

Players desire to engage in a beginner's level of softball play. The main purpose is to exercise, socialize, and have fun. A **Recreational** league classification is equal to a tournament level of REC.

## 24. Pitching

- 24.1. Batter will start with a 0-0 count, and the batter will get 3 balls, 2 strikes, and 1 courtesy foul.
- 24.2. A pitching mat will be used. Any legal pitch that hits the mat shall be ruled a strike.
- 24.3. All pitchers must wear a safety mask while pitching. The mask is to be provided by the player/team. City of Salem Staff and/or the umpire reserve the right to deem a mask not up to safety standards. Should a pitcher elect not to wear a safety mask, they will be required to utilize a pitching screen instead.

*Exception: Seniors' and Men's 35+ are always required to use a screen.*

- a. The pitching screen will be placed 3 feet in front of the pitching rubber and has to cover at least half of the pitching rubber. If the batted ball hits the screen for the first time in an at bat, it becomes a foul ball. If the ball hits the screen a second time, it is a dead ball out. If the ball "must be fair" and hits the screen, it is a dead ball out.
- b. The pitching screen must remain in the same place through the half inning.  
*Exception: Should a pitching change occur, the new pitcher is allowed to move the screen before they throw the first pitch.*
- c. If a pitcher is not behind the screen, and gets hit, it is a live ball. An out is determined only when the ball hits the screen.

- d. Pitch cannot be delivered over the pitching screen.
- e. If only one team is utilizing the pitching screen, they will be responsible for moving it on and off the field every half inning. When not in use, the screen will be placed near the dugout entrance and will be considered part of the playing field.

## 25. Courtesy Runners

- 25.1. Two (2) players are allowed to use courtesy runners per team per inning once the replaced runner reaches a base. Two (2) courtesy runners per gender, per inning, are allowed in coed games.

*Exception: If an injury occurs during the game, the injured player may continue to play and utilize an additional courtesy runner if necessary.*

- 25.2. The courtesy runner can be anyone in the lineup, (in coed it must be the same gender OR a female) however, the same runner cannot run more than once per inning. *See Rule 46 for Seniors' exception.*
- 25.3. Once a runner touches the base to courtesy run, they must remain that runner. If the courtesy runner is on base when it is their turn to hit/kick, they are out at the plate.
- 25.4. In the event of serious injury where the hitter is unable to run, a "Fence Runner" may be utilized, but will count towards the team's allotted courtesy runners. This runner will start at the designated mark made on the field (typically a spray-painted line on the ground). The fence runner may run on contact, no sooner. If the fence runner leaves early or if the hitter runs more than 5 feet out of the box, the result of the play is an out. **The umpire reserves the right to determine if the fence runner rule is being abused and therefore limit the use during each game.**

## 26. Eligibility

- 26.1. All players must be registered prior to competition. Added players must sign the Official Team Roster and complete an Add-On Form.
- 26.2. If a roster is checked by the City of Salem or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City and not the umpires. An illegal player can add themselves and play the second game if there is still one to be played that evening. Coaches for teams that have unregistered players will not be allowed to play or coach in the next game that night (or the next week's first game if there are no remaining games the night of the infraction). If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Softball Players' Council. Umpires review the roster check rule at each game with both team captains.
- 26.3. A player may be on one roster per night in each of the following programs:
  - Men's*
  - Women's*
  - Coed*
  - Seniors'*
- 26.4. Eligibility Exceptions
  - a. A player that qualifies for Seniors' play and is on a Seniors' roster may also play for and be rostered on a Men's team.
  - b. A player that plays on a team sponsored by their work and is composed entirely of coworkers, may play on one other team in that division.
    - i. A player can only play on one City of Salem league team per night. All exceptions are to be submitted to the Public Works Department office and approved by the Softball

- Coordinator or Softball Specialist two days prior to player being allowed to play an additional league on the same night.
- ii. All players of work/church teams must meet one of the following eligibility criteria: (1) Be bona fide part-time employees of the work/church team at the start of the league. Work/church teams will be allowed three nonemployees/ non-members on their roster, after approval from the Softball Coordinator or Softball Specialist and/or the Softball Players' Council; (2) Employees who may be on military duty shall be considered eligible to compete.
  - iii. Industrial sponsors such as corporations, businesses, government agencies, etc., that operate in more than one location within a state may be considered as one work team. A work/church team cannot combine with an out-of-state work team. Exceptions will have to be submitted to and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play.
  - iv. A church roster that appears questionable must be verified through the church pastor, minister, elder, or other church official.
  - v. A work roster that appears questionable must be verified with a payroll stub or confirmed by a business supervisor.

c. For Men's teams:

- i. An **Elite** men's team may only have six (6) players of tournament C level or higher.
- ii. An **Advanced** men's team may only have four (4) players of tournament C level or higher.
- iii. An **Intermediate** men's team may only have two (2) players of tournament C level or higher.
- iv. A **Recreational** men's team may only have two tournament D level players. **No players above a tournament level of D may play on a City of Salem Recreational team.**

*Exceptions: Seniors' teams are excluded from this rule. Team (coach and/or player) may petition the City for an exemption of a player from this rule. Exemption requests must be submitted in writing and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play in a game of a lower classification level.*

d. For Coed teams:

- i. An **Advanced** coed team may only have six (6) total players of tournament C level or higher, AND only three of those six C or higher ranked players may be non-female. A team may always have more ranked females than non-females, for example, 4 C or higher ranked females and 2 C or higher ranked non-females.
- ii. An **Intermediate** coed team may only have four (4) total players of tournament C level or higher, and only two of those four C or higher ranked players may be non-female. A team may always have more

ranked females than non-females, for example, 3 C or higher ranked females and 1 C or higher non-females.

- iii. A Recreational coed team may only have two (2) total tournament D level players (of any gender). **No players above a tournament level of D may play on a City of Salem Recreational team**

*Exceptions: Team (coach and/or player) may petition the City for an exemption of a player from this rule. Exemption requests must be submitted in writing and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play in a game of a lower classification level.*

- e. For **Women's** teams, no more than four (4) female players of tournament C level or higher may play on a City of Salem softball league team that is below the classification of Advanced.

*Exceptions: Team (coach and/or player) may petition the City for an exemption from this rule. Exemption requests must be submitted in writing and approved by the Softball Coordinator or Softball Specialist two days prior to the player being allowed to play in a game of lower classification level.*

- 26.5. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:
  - a. Roster on two or more of the above-mentioned programs per night.
  - b. Play prior to completing and filing a signed liability waiver/roster form.
  - c. Play under an assumed name.
  - d. Falsify their eligibility status.

*Note: Any of the above infractions may result in a manager or coach ejection from the dugout as well as team forfeitures.*

- 26.6. A City of Salem representative may check rosters and government-issued photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide proper ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.
- 26.7. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the complex.
- 26.8. City of Salem reserves the right to review team rosters with regard to the level of play. If a team's roster is deemed to be above the level of play on the night the team plays, the City of Salem reserves the right to ask the said team to:
  - a. First, play with the Equalizer Rule. *See Rule 27.*
  - b. Second, move to a night with more competitive play.
  - c. Third, drop team from league and refund team a prorated amount of league fees.

## 27. Equalizer Rule

- 27.1. Any team that is playing below the league level can be asked, at the City's discretion, to use the Equalizer Rule. This rule can be rejected by the lower-level team. If used, the upper-level team will be the home team and will be limited to scoring only 5 runs per inning or 5 runs more than the visitor's team game total.

- 27.2. The Equalizer Rule will be implemented when teams have a .500 difference, or it can be added at the umpire's or City's discretion at any point in the game.

## 28. Equipment

### 28.1. Softballs

- a. Softball sizes for the divisions are as follows:
  - i. Women's Slow Pitch—11-inch ball
  - ii. Men's Slow Pitch—12-inch ball
  - iii. Coed Slow Pitch—one 12-inch and one 11-inch ball
  - iv. Seniors'—12-inch ball

### 28.2. Ball Retrieval

- a. Game balls will be allocated for each game. Game officials will ensure the game starts with league-approved balls. It is the responsibility of the batting team to retrieve game balls hit out by their team or replace them with league-approved game balls.
- b. If the team who hits a ball out of play (home run or foul) does not make an attempt to retrieve it before they come up to bat the next inning, the umpire will begin calling outs until an attempt is made. The next player(s) who are scheduled to be up will be scored as 'out' in the scorebook and lose an at bat.
- c. If the umpire rules a ball as unretrievable, they will communicate it and the team who hit it will be required to find a staff member to replace it.
- d. If a team throws in their own ball to replace one hit out of play, it must be a league-approved ball.

- 28.3. Additional softballs may be purchased at the complex office.

### 28.4. Bats

- a. Use of titanium bats is prohibited in the complex. See the USSSA and USA banned bat list on our website, [www.softballcityusa.com](http://www.softballcityusa.com), for non-approved bats.
- b. Use of any modified bats is prohibited in the complex. Upon observing any modified bats, City staff and/or umpires will remove the bat from the field of play. Upon discretion of the City of Salem, a bat may be sent to a certified tester for verification of compliance, following USA and USSSA procedures.
- c. Wood bats must be marked with either USSSA or USA stamps and be on the approved bat list of either organization. *Refer to USSSA Rule Book, Rule 2, Section 2D; and USA Rule Book, Rule 3, Section 1.*

### 28.5. Bat Testing

- a. All bats on premises are subject to bat testing at any time, and any bat on premises is considered in use. All bats are required to have the current year's City of Salem softball league sticker on the bat at all times.
- b. First failure of a bat test will result in a warning. Bat must be removed from the park immediately. Bat will be logged by City of Salem staff.
- c. Second bat test failure of a bat in use on the premises of Wallace Marine Softball Park, not voluntarily tested, will result in a one-week suspension from all league play.
- d. Third bat test failure of a bat in use on the premises of Wallace Marine Softball Park, not voluntarily tested, will result in a one-year suspension from all league play from the time of the incident.
- e. It is the responsibility of the owner of a bat having failed the bat test to

have the bat retested prior to it being put into play again. If a bat fails three consecutive tests the bat can no longer be used during league play.

- f. The bat tester will be available for volunteer testing with City of Salem staff.

- 28.6. The attempted use of a modified bat may result in a suspension and/or ejection from the complex as well as the possibility of a more serious penalty. *Refer to 2019 USSSA Rule Book, Rule 2: Equipment Sec.2.*

## 29. Flip-Flop Rule

- 29.1. If the home team is down by the run rule at the end of the 3rd, 4th, 5th or 6th inning, the team will flip-flop. *Refer to 2019 USSSA Rule Book, Rule 4: The Game Sec.3F. Exception: Seniors will not use the Flip-Flop Rule.*

## 30. Half-Inning Switch

- 30.1. Teams have 70 seconds to transfer from offense to defense; pitcher must be on the mound to pitch, and batter must be in the batting box. If a pitcher is delaying a game, it will be a ball on the batter. If a batter is delaying the game, it is called a strike. *Refer to Rule 33 Minimum Number of Players.*

## 31. Halo Rule

- 31.1. Under the Halo Rule, a dead ball out is when a batted ball is a line-drive hit directly at the halo zone.
- 31.2. The halo zone is an imaginary box measuring 1 foot on each side of the pitching rubber and from the ground to 1 foot above the pitcher's head.
- 31.3. If the ball hits the ground prior to the pitching rubber, it is a ground ball regardless if pitcher is in the halo zone.

- 31.4. If it is a line-drive through the halo zone, it is a dead ball out.
- 31.5. Pitcher is not protected if the ball is hit outside of the halo zone.
- 31.6. If a ball is caught by the pitcher in the halo zone, then it is not a dead ball out and play is live.

*Exception: For Seniors' League, see Rule 49.1 Pitching Rule.*

## 32. Home Run Limit

- 32.1. Home run hitters do not need to touch first base as home runs will be considered a walk-off.
- 32.2. Only untouched, over-the-fence home runs are considered in the home run limits.
- 32.3. Limits for all Coed and Men's Recreational teams will be 1 home run, then "straight progressive." In coed games, the home runs are only tracked for males, females may hit unlimited home runs.
- 32.4. Limits for all Men's Intermediate teams will be 2 home runs, then "straight progressive."
- 32.5. Limits for Men's Advanced and Men's Elite teams will be 5 home runs, then "straight progressive."
- 32.6. Limits for all Seniors' will be 4 home runs, then "Dead Ball Out."
- 32.7. There is no limit for home runs in the Women's division.
- 32.8. Home runs beyond these limits will be a dead ball out. The "straight progressive" limit will be in effect for the entire games.

## 33. Minimum Number of Players

- 33.1. Teams may start or finish a game with as few as 8 players.

- 33.2. The only exception is the 6:20 p.m. league game, in which a team may start and end with 7 players.

### **34. Score Book and Lineup**

- 34.1. Score books will be kept by both teams.
- 34.2. Each team shall exchange lineups, as soon as possible, prior to the beginning of the game.
- 34.3. The home team shall designate a scorekeeper who will keep the official book. If the home team does not provide a scorekeeper, the visiting team may designate one.
- 34.4. If neither team has a scorekeeper, the umpire will be declared the official scorekeeper. Should this occur, teams will not be allowed to protest the end game score.

### **35. Substitutions**

- 35.1. Substitutions shall be reported to the umpire prior to the player entering the game.
- 35.2. The umpire shall report any substitutions to the opposing team.
- 35.3. Substitute players must occupy the same batting position in the lineup as the player they are replacing.
- 35.4. Starters may be substituted for and may re-enter the game once only.
- 35.5. Substitute players may not re-enter once substituted out.

### **36. Team Reclassification**

- 36.1. At mid-season and end-of-season, City of Salem staff and members of the Softball Players' Council will re-examine the classification of all teams. Teams will be evaluated as a team and/or individuals to possibly be moved up or down leagues, which can include being moved to a

different night or being split into two or more teams. Teams will be examined that meet one or more of the following:

- a. Teams with a winning percentage of .750 or higher, in which the majority of those wins are by 6 runs or more.
- b. Teams with a winning percentage of .250 or less, in which the majority of those losses are by 6 runs or more.
- c. Teams' past seasons' records will be examined.
- d. Team's past seasons' rosters will be examined.

### **37. Run Rule**

- 37.1. If either team is ahead by 20 or more runs after the 3rd inning, 15 or more runs after the 4th inning or 10 or more runs after the 5th inning, the game will end.

### **38. Tied Games**

- 38.1. In the event of a tie after the time limit or the 7-inning limit, play will default to the International Tie Breaker for one inning to identify the winning team. Under the International Tie Breaker Rule, the last batter of the prior inning will be the runner starting at second base.
- 38.2. If after the International Tie Breaker inning is complete the game is still tied, the game will end in a tie.

### **39. Time Limit**

- 39.1. League play will maintain a 60-minute running game clock controlled by the umpire.
- 39.2. The official scorekeeper and the umpire will coordinate to set the game clock.
- 39.3. No new inning after 60 minutes for all leagues. The umpire will call last inning should a new inning begin with less than 5 minutes remaining on the game clock.

- 39.4. At the end of the 60-minute game clock, the game will end after the home team's at bat for the inning (if necessary).
- 39.5. Refer to **Rule 38 Tied Games** for tie games after the 60-minute running game clock.

#### 40. Warm-Ups

- 40.1. When time allows, teams may warm up on their assigned field with the exception of batting practice or infield practice. No batting or infield practice is allowed at any time.
- 40.2. When authorized, teams may warm up inside the fenced fields but only in the outfield grass areas, sidelines by the dugouts, or past third or first base on the dirt.
- 40.3. Batting against the fences is not allowed.
  - a. The first time batting against the fences is observed, a verbal warning will be issued.
  - b. Upon the second incident, the player will be ejected. *See Rule 9 Ejections/Suspension.*
  - c. Should the incidents continue, and the coach does not gain control of their team, the team will forfeit the game.
- 40.4. Warming up in the parking lot or on any paved areas within the complex is prohibited. This includes throwing or catching balls and swinging bats.

- 40.5. Only rostered players are allowed on the field or in the dugout areas.

#### 41. Commitment Line/Scoring Line

- 41.1. A home plate commitment line will be used. The commitment line shall be marked perpendicular to the third base foul line 20 feet from home plate. Once a runner steps on or past the commitment line they must proceed to the scoring line, and defensive players can put the runner out by touching home plate while holding the ball or tagging the runner.

*Exception: In Seniors, you may not tag the runner out once they pass the commitment line.*

- 41.2. The scoring line shall be located 8 feet from the back of home plate. The scoring line shall be situated on the imaginary extension of the first-base foul line. The offensive team must touch the scoring line. If at any time the runner steps foot in the area between the chalk guideline and the third baseline, or the area around home plate, the runner is automatically out
- 41.3. The runner's foot must be down on or across the scoring line to score, not in the air above it. Sliding into the scoring line is allowed.



# COED SOFTBALL LEAGUE RULES

## 42. General Coed Rules

- 42.1. In coed leagues, there must be at least one female for every 2 players in the field defensively. Females on a team's roster will be designated according to what is on a player's government issued ID and will be verified through the registration process. If a player's ID states anything other than female, they will be considered non-female for all rule and roster purposes.

*Note: See **Rule 43 (Wheel Rule)** for clarification on when a team has an uneven number of players.*

- a. There are no restrictions on defensive positions regarding gender, as long as the above rule is adhered to.
- 42.2. When a non-female batter receives a base on balls or an intentional walk, they will be awarded first and second base with the next female batter having the option to walk or bat.  
*Note: If the next female batter chooses to walk, it is not considered an intentional walk for the purpose of making an appeal*
- 42.3. There is no creep line.
- 42.4. There is no over-play rule in effect.
- 42.5. Teams may bat 8 to 14 players.
- 42.6. If teams start with at least 8 players, then no outs will be taken.
- 42.7. A 12-inch ball will be used when non-females hit and an 11-inch ball when females hit. If the wrong ball is used, the batting team has the option to take the result of the play or to bat again resuming the ball and strike count prior to the pitch resulting in the play.

## 43. Wheel Rule

- 43.1. In softball, teams may start a 6:20 p.m. game with a minimum of 7 players. For all other game times, the minimum amount of players for a legal game is 8. When it is time for a female batter, and the team is shorthanded for females, the females must rotate between the non-female batters instead of taking an out.
- 43.2. Females must bat in the order that they are listed in the lineup.
- 43.3. If it is a female batter's turn and that female is on base, in order to maintain the batting order, another female must become the courtesy runner. (If a female is unavailable, then a non-female may become the courtesy runner, and they must be the last out made.)
- 43.4. When using an odd number of players, a team may only have one more non-female than female on the field defensively but may have as many females as desired. If a team has more females than non-females, they will bat females back-to-back in their lineup so that no non-females are ever hitting back-to-back.
- 43.5. Teams can have as many non-females in their batting order (up to 14 batters total) as long as their non-females are never hitting back-to-back. In this situation the non-females will just rotate on the field defensively however the team chooses.

# SENIORS' SOFTBALL LEAGUE RULES

## 44. Bats

- 44.1. Senior play may use any bat that is marked 1.21 BPF that is approved by USA, USSSA, or SS.

## 45. Commitment Line/Scoring Line

- 45.1. The commitment and scoring lines are in use by all leagues, please refer to **Rule 41**.

## 46. Courtesy Runners

- 46.1. In the Seniors' league there are unlimited courtesy runners. However, the same runner cannot run more than once in the same inning.
- 46.2. In the event of serious injury where the hitter is unable to run, a "Fence Runner" may be utilized. This runner will start at the designated mark made on the field (typically a spray-painted line on the ground). The fence runner may run on contact, no sooner. If the fence runner leaves early or if the hitter runs more than 5 feet out of the box, the result of the play is an out. The umpire reserves the right to determine if the fence runner rule is being abused and therefore limit the use during each game.

## 47. Division Differential

- 47.1. When a Gold-level team is playing a Silver-level team, the Silver-level team will have a choice to either receive 1 extra run per inning starting in the 1st inning through the 5th inning OR have an 11th player on the field defensively.
- 47.2. When a Gold-level team is playing a Bronze-level team, the Bronze-level team will receive 1 extra run per inning starting in the 1st inning through the 5th inning and may have an 11th player on the field.

- 47.3. When a Silver-level team is playing a Bronze-level team, the Bronze-level team will have the choice to either receive 1 extra run per inning starting in the 1st inning through the 5th inning OR have an 11th player on the field defensively.

- 47.4. If a game goes less than 5 innings, they will only receive the 1 extra run for the innings played.

- 47.5. The team spotting runs (higher level team) must always be the home team. The run spot is not optional.

## 48. Minimum Age

- 48.1. In the Seniors' 50+ league, each team may have 5 players on their roster who are eligible and of age 47 through 49. 3 of those 5 players may be age 45 or 46. A player's age for the season will be the age they are turning in that calendar year.

## 49. Pitching Mat

- 49.1. A pitching mat will be used. Any legal pitch that hits the plate or mat shall be ruled a strike.

## 50. Pitching Rule (*Replace Halo Rule*)

- 50.1. A pitching screen will be placed 3 feet in front of the pitching rubber, and has to cover at least half of the pitching rubber. If the batted ball hits the screen for the first time in an at bat, it becomes a foul ball. If the ball hits the screen a second time, it is a dead ball out. If the ball "must be fair" and hits the screen, it is a dead ball out.
  - a. The pitching screen must remain in the same place through the half inning.

*Exception: Should a pitching change occur, the new pitcher is allowed to move the screen before he throws the first pitch.*

- 50.2. If a pitcher is not behind the screen, and gets hit, it is a live ball. An out is determined only when the ball hits the screen.
- 50.3. Pitch cannot be delivered over the pitching screen.
- 50.4. The pitch height will be between 6 feet and 10 feet.
- 50.5. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- 50.6. The delivery is a continuous motion. The pitching motion does not continue after release of the ball.
- 50.7. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.

The pitch starts when the pitcher makes any motion that is part of their windup after the required stop. No continuous windmill.

- 50.8. The pitcher may not pitch the ball behind their back or through their legs.
- 50.9. The umpire will not call illegal pitches in the air.

## 51. Run Limit

- 51.1. Senior teams will only be allowed to score 5 runs per inning. *Exception: Teams receiving a Division Differential will still be allowed to score 5 runs on top of receiving the extra run per inning, refer to **Rule 46**.*
- 51.2. The final inning will be ‘open,’ and teams will be allowed unlimited runs. The open inning will be announced by the umpire when there is 10 mins remaining on the clock. The “open” inning will start at the top of the next full inning.

- 51.3. In the event of a tie, after the open inning, the game will end in a tie.

## 52. Sliding

- 52.1. Sliding or diving headfirst is not allowed when going to first base or the runner will be ruled out. Sliding or diving headfirst is allowed when returning to first base, or at any time involving second or third base.

## 53. Memorial Cup Tournament

- 53.1. In the event of a tie, after the open inning, the game will end in a tie.
- 53.2. There will be no roster additions allowed on the day of the Memorial Cup Tournament. All players must already be on the roster and have signed and played at least once prior to that day.

*Exception: In case of emergency, coaches may request approval to add a player to ensure they can field a team. Requests must be made to the Softball Coordinator or Softball Specialist prior to 3pm on the day of the tournament.*

- 53.3. During the tournament, the higher seeded team will always have choice on home or away.
- 53.4. The game for first and second place and the game for third and fourth place will be a full seven innings with no time limit.
- 53.5. Every team will be roster checked during the tournament.
  - a. If in violation, the game will be a forfeit.
  - b. Coaches/Managers will be given an updated roster with eligible players prior to their first game that night.

# WOMEN'S SOFTBALL LEAGUE RULES

## 54. Borrowed Players

- 54.1. If a team has less than 10 players, they may borrow a rostered player from another Women's team without constituting a forfeit.

## 55. Handicap

- 55.1. When in the field, the lower-level team has the option of fielding an 11th player in a roving position.
- 55.2. At the beginning of each inning, the lower-level team will have a runner start on second base. The runner should be the last at bat from the previous inning (whoever hit last, not the last out) or the bottom of the order if it is the lower-level teams' first at bat. If that person needs a courtesy runner, it will be the second-to-last batter in the lineup.
- 55.3. The lower-level team will not be limited to the 5-run-per-inning rule, and the upper-level team will have a 5-run-per-inning limit in place, except for the last inning.

## 56. Male Pitcher

- 56.1. A women's team may utilize a male pitcher, if their team does not have an established female pitcher. If the non-established female pitcher is struggling, the team can replace her with a male pitcher. If a female pitcher is hurt, the team can replace her with a male pitcher. A male pitcher is not to be used to field a full team. *Established pitchers list will be made by the team captains and City of Salem.*
- 56.2. The team must declare that they are using a male pitcher and who the male pitcher is during plate talk with the umpire.
- 56.3. A team is only allowed one male pitcher during the game and may not substitute another male pitcher at any time after he has made the first pitch.
- 56.4. The male pitcher may not be part of the batting order.
  - a. The male pitcher cannot over-play a female player. That is, he cannot make a play at the home plate when the catcher is there; the first baseman should back up the catcher when needed. The male pitcher can only cover first base, if the first baseman is making a play on the ball. The pitcher may protect himself and make plays if the ball is hit within the halo zone.

# COED 6V6V6 SOFTBALL LEAGUE RULES

## 57. Time Limit

- League play will maintain a 90-minute running game clock controlled by the umpire.
- The official scorekeeper and the umpire will coordinate to set the game clock.
- No new inning after 90 minutes.
- At the end of the 90-minute game clock, the game will end after the C teams' at bat for the inning (if necessary).
- Refer to **Rule 48** Scoring/Team Standings for tie games after the 90-minute running game clock.

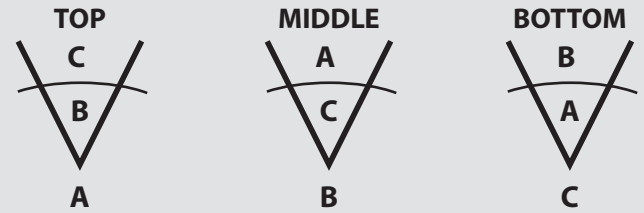
## 58. Three teams per field: A, B, C.

### 58.1. Field Positions

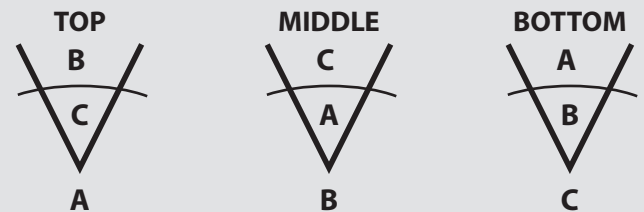
- Five players from each team on field defensively at once; teams will rotate from outfield, infield, and batting. When a team is in the outfield two of their players will be female and two will be male, plus the catcher which can be either gender. The infield team will consist of two male and two female players, plus the pitcher which can be either gender. Exception: The two teams on defense can elect to swap who pitches and who catches.
- During odd innings when Team A is batting, Team B is in the Infield, and Team C is in the Outfield. When Team B is batting, Team C is in the Infield and Team A is in the Outfield. While Team C is batting, Team A is in the Infield and Team B is in the Outfield.

## 6V6V6 Field Positions

### Odd Innings - Team Positions



### Even Innings - Team Positions



ODD INNINGS			
POSITION	TOP	MID	BOTTOM
BATTING	A	B	C*
INFIELD	B	C	A
OUTFIELD	C	A	B

\*C is the Home Team (as designated on schedule)

EVEN INNINGS			
POSITION	TOP	MID	BOTTOM
BATTING	A	B	C*
INFIELD	C	A	B
OUTFIELD	B	C	A

- c. During even innings when Team A is batting, Team C is in the Infield and Team B is in the Outfield. When Team B is batting, Team A is in the Infield and Team C is in the Outfield. While Team C is batting, Team B is in the Infield and Team A is in the Outfield.

58.2. Teams may bat up to 8 players.

## 59. Wheel Rule

- a. Teams must have a minimum of 5 players, with 2 of them being female, to play a legal game. When it is time for a female batter, and the team is shorthanded for women, the females must rotate between the male batters instead of taking an out.
- b. Women must bat in the order that they are listed in the lineup.
- c. If it is a female batter's turn and that female is on base in order to maintain the batting order, another female must become the courtesy runner. (If a female is unavailable, then a male may become the courtesy runner, and he must be the last out made.)
- d. When using an odd number of players, a team may only have one more male than female but may have as many females as desired, up to 8 batters.  
Examples:
  - i. Two females and 3 males.
  - ii. Three females and 4 males.

## 60. Home/Visiting Teams Designation

- a. Home and visiting teams' designations will be identified on league schedules posted by the City of Salem. The home team will be Team C.

## 61. Home Runs

- a. Limits for all Coed Open will be 3 home runs, then "straight progressive." Home runs by men and women are figured separately.
- b. Home runs beyond these limits will be a dead ball out. The 'straight progressive' limit will be in effect for the entire game.

## 62. Scoring/Team Standings

- a. Games may end in a tie after the 90-minute running game clock.
- b. Standings will be based off of wins/loses/ties.
  - i. 2-0-0 = highest scoring team
  - ii. 0-2-0 = lowest scoring team
  - iii. 1-1-0 = middle scoring team
  - iv. 1-0-1 = tied for most runs scored
  - v. 0-1-1 = tied for the least runs scored
  - vi. 0-0-2 = all teams tied

## 63. Registration

- 63.1. Teams must have a minimum of 6 players to register.
- 63.2. Teams may have a maximum of 12 players on the team roster at any time.



# MEN'S 35+ LEAGUE RULES

## 67. Eligibility

- 67.1. All player's in the Men's 35+ league will be age 35 or older. A player's age for the season will be the age they are turning in that calendar year.
- 67.2. The Men's 35+ league is considered an intermediate level league and will follow intermediate rules regarding ranked players. A Men's 35+ team may only have two (2) players of tournament C level or higher.

## 68. Bats

- 68.1. The Men's 35+ league will follow the normal City of Salem Bat Rules. (Refer to **Rule 28**).
- 68.2. Senior Bats will NOT be allowed in the Men's 35+ league.

## 69. Commitment Line

- 69.1. The commitment and scoring lines are in use by all leagues, please refer to **Rule 41**.

## 70. Courtesy Runners

- 70.1. In the Men's 35+ league there are unlimited courtesy runners. However, the same runner cannot run more than once in the same inning.
- 70.2. In the event of serious injury where the hitter is unable to run, a "Fence Runner" may be utilized. This runner will start at the designated mark made on the field (typically a spray-painted line on the ground). The fence runner may run on contact, no sooner. If the fence runner leaves early or if the hitter runs more than 5 feet out of the box, the result of the play is an out. The umpire reserves the right to determine if the fence runner rule is being abused and therefore limit the use during each game.

## 71. Equalizer

- 71.1. The Men's 35+ league will use the equalizer rule if necessary. (Refer to **Rule 27**).

## 72. Pitching Mat

- 72.1. A pitching mat will be used. Any legal pitch that hits the plate or mat shall be ruled a strike.

## 73. Pitching Rule (Replaces Halo Rule)

- 73.1. A pitching screen will be placed 3 feet in front of the pitching rubber, and has to cover at least half of the pitching rubber. If the batted ball hits the screen for the first time in an at bat, it becomes a foul ball. If the ball hits the screen a second time, it is a dead ball out. If the ball "must be fair" and hits the screen, it is a dead ball out
  - a. The pitching screen must remain in the same place through the half inning.  
*Exception: Should a pitching change occur, the new pitcher is allowed to move the screen before he throws the first pitch*
- 73.2. If a pitcher is not behind the screen, and gets hit, it is a live ball. An out is determined only when the ball hits the screen.
- 73.3. Pitch cannot be delivered over the pitching screen.
- 73.4. The pitch height will be between 6 feet and 10 feet.
- 73.5. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- 73.6. The delivery is a continuous motion.

- 73.7. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- 73.8. The pitch starts when the pitcher makes any motion that is part of their windup after the required stop. No continuous windmill.
- 73.9. The pitcher may not pitch the ball behind their back or through their legs.
- 73.10. The pitching motion does not continue after release of the ball.

#### **74. Run Limit**

- 74.1. Men's 35+ teams will only be allowed to score 7 runs per inning.  
*Exception: Teams are still subject to the equalizer rule. (Refer to **Rule 27**).*
- 74.2. The final inning will be 'open,' and teams will be allowed unlimited runs. The open inning will be announced by the umpire when there is 10 minutes remaining on the clock. The "open" inning will start at the top of the next full inning.

- 74.3. In the event of a tie, after the time limit or the 7-inning limit, the visiting team will receive 1 run to their score after the last inning, resulting in the win.

#### **75. Scoring Plate**

- 75.1. The scoring plate shall be located with its right corner eight feet from the back of home plate. The scoring plate shall be situated on the imaginary extension of the first-base foul line. The offensive team must touch the scoring plate. If the runner touches home plate, the runner is automatically out. The defensive team must always touch home plate for the out. If there is an attempt to tag the runner, then the runner is automatically safe.

#### **76. Sliding**

- 76.1. Sliding or diving headfirst is not allowed when going to first base or home plate; the runner will be ruled out. Sliding or diving headfirst is allowed when returning to first base, or at any time involving second or third base.

# COED AND MEN'S KICKBALL LEAGUE RULES

## 77. Ball in Play

- 77.1. The play ends and time is called when the pitcher has control of the ball in the vicinity of the mound and the lead runner has stopped any progression towards the next base.
- 77.2. If a runner intentionally touches or stops the ball, it is a dead ball out, and the play ends.

## 78. Balls

- 78.1. A count of 3 balls is considered a walk or base on balls.
- 78.2. A ball is any of the following:
  - a. A pitch outside the strike zone as judged by the official.
  - b. An illegal bounce.
  - c. Any fielder or pitcher advancing on home plate before the ball is kicked.
  - d. Any catcher crossing home plate before the kicker or failing to field behind the kicker.
- 78.3. When a non-female kicker receives a base on balls or an intentional walk, they will be awarded first and second base with the next female kicker having the option to walk or kick.

*Note: If the next female kicker chooses to walk, it is not considered an intentional walk for the purpose of making an appeal.*

## 79. Designated Runner / Player Positions

- 79.1. The pitcher may only be replaced on the mound once per inning.
- 79.2. In case of illness or injury, a time out may be used to replace the player with a substitute of the same sex, or any available female player.

- 79.3. If a player is ejected, injured, or ill and cannot continue, the lineup will still have to comply with an equal number of men and women called.

## 80. Equalizer

- 80.1. At the top of the inning, any team that is trailing by 5 runs may start with a runner on second base and/or an extra fielder. The runner should be the last out made the inning prior. The extra fielder may be of any gender and can play any position.
- 80.2. Once the trailing team reaches a deficit of four or less, the players are removed.

## 81. Fouls

- 81.1. A count of any combination of 2 strikes or fouls constitute an out.
- 81.2. A foul is any of the following:
  - a. A kick landing out of bounds.
  - b. A kick landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base.
  - c. A kick in front of home plate.
  - d. A kickball kicked more than once in foul territory or stopped by the kicker in foul territory.
  - e. A kick that is ruled a bunt by the umpire.

## 82. Kicking

- 82.1. All kicks must be made by foot.
- 82.2. All kicks must occur at or behind home plate. Failure to abide by this rule results in a strike on the kicker.
- 82.3. If the catcher can get to a kick before it crosses the first-third-base diagonal it is considered a BUNT and a FOUL Ball. If

any other fielder chooses to field the ball before it crosses the diagonal, the ball is fair and live.

- 82.4. The kicking order does not allow two non-females to kick in a row. Two female kickers may kick in a row if playing with more females. *Refer to Wheel Rule 81.1.*
- 82.5. Any kick that bounces over the home run fence will be counted as a double.
- a. Double kicks or contact with the ball is considered a foul ball.

### 83. League Structure

- 83.1. League standings and schedule can be found at [www.teamsideline.com/salem](http://www.teamsideline.com/salem).
- 83.2. Ties in league standings will be broken by head-to-head game.
- 83.3. Multiple divisions will be offered dependent upon number and level of teams who register.
- 83.4. The men's league will be 7-player, and women are allowed to play in the men's league.
- 83.5. There will be 6 games. The format of those 6 games is up to the discretion of league administrators dependent on number of teams in a specific division and may or may not include a "playoff" design.
- 83.6. Awards will be given: end-of-season championship shirts for up to 15 players on the winning team.

### 84. Outs

- 84.1. A count of 3 outs by a team completes the team's half inning.
- 84.2. An out is any of the following:
- a. A count of any combination of 2 strikes or fouls.

- b. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
- c. Any kicked ball (fair or foul) that is caught.
- d. A ball tag on a base to which a runner is forced to run.
- e. A runner off their base when the ball is kicked.

### 85. Pitching and Catching

- 85.1. Bounces. A pitch that is higher than one foot at the plate, and is called as such, results in a ball.
- 85.2. The pitcher must have one foot on the pitching rubber at all times during pitching. The pitcher must stay within one foot of the pitching rubber until the ball is kicked. Failure to abide by this rule will result in an 'illegal pitch'. The kicker reserves the right to kick it, if they choose not to, the pitch will be ruled a ball.
- 85.3. No player may advance in front of the first-third-base, implied, diagonal line until the ball is kicked. Failure to abide by this rule will result in a ball for the kicker if it was a called strike. If the kicker chooses to kick the ball, the umpire will call obstruction, and the kicker and all base runners will be awarded one base and can advance at their own risk.
- 85.4. The catcher cannot cross the 8-foot line until the ball is struck or kicked. The catcher must stay out of the way of the kicker. Failure to abide by this rule will result in a ball for the kicker if it was a called strike. If the kicker chooses to kick the ball, the umpire will call obstruction, and the kicker and all base runners will be awarded one base and can advance at their own risk.

- 85.5. The strike zone extends to 2 feet on either side of home plate and 1 foot above the ground. Any pitch outside that area as deemed by the umpire is a ball.
- 85.6. Pitchers pitch to the opposite team. In the recreational divisions the pitch must be delivered at a moderate speed. Any pitch ruled as excessive in speed by the umpire will result in a ball. There is no restriction on pitch speed in the competitive division or in the men's league.

## 86. Playing Rules

- 86.1. A regulation game will consist of 9 innings or 60 minutes of play, whichever comes first. No new inning will be started after 60 minutes. The umpire will call last inning should a new inning begin with less than 5 minutes remaining on the game clock. In the event of a tie, the game shall be marked as a tie. *For mercy rules—refer to **Rule 37: Run Rule**.*
- 86.2. Each team is allowed two 30-second time outs per game.
- 86.3. Teams may use free defensive substitution; however, it must be for the same sex, OR a female.
- 86.4. Game balls will be provided by City of Salem. Practice balls will need to be provided by teams.
- 86.5. Metal or ceramic cleats are not allowed.
- 86.6. Uniforms are not required for league play and are optional for all divisions.
- 86.7. A team can kick their roster, and any 10 players can play the field, however, there must be at least one female for every 2 players in the field defensively. Females on a team's roster will be designated according to what is on a player's government issued ID and will be verified through the registration process. If a player's ID states anything other than

female, they will be considered non-female for all rule and roster purposes.

*Note: See **Rule 43 (Wheel Rule)** for clarification on when a team has an uneven number of players.*

- a. Players can be added at any time, up to ten players per team, and must be added to the end of the lineup as well as be declared to the umpire. The umpire will communicate the late arrival to the opposing team.
  - b. After the first pitch of the third inning, the 11th player and beyond may only enter the game as a substitute.
- 86.8. A coed team may play with a minimum number of 6 players consisting of 3 non-females and 3 females to avoid a forfeit; refer to the Wheel Rule (**Rule 91**) if playing with uneven numbers of non-female and female players. A men's team may play with a minimum number of 5 players to avoid a forfeit.
- Exception: A team may always play with more females than non-females, example: 4 females and 2 non-females, 5 females and 1 non-female, or 6 females.*
- 86.9. For coed teams, there must be a non-female/female pitcher-catcher combination, and there must be two of each sex in the infield and the outfield. There can always be more females than non-females in any of these situations. The infield positions consist of first base, second base, third base, and shortstop. Outfielders may not be on the infield surface. There is no infield fly rule.
- Exception: If a team is playing shorthanded with an uneven number of non-females vs females, the non-females must be as evenly distributed as possible amongst the positions of pitcher- catcher, infield, and outfield.*

## 87. Roster and Eligibility of Players

- 87.1. Every team must submit a team roster online prior to their first scheduled game at the fields. To add or delete players from the roster, a team representative must do so in person at the field. See **Rule 2 Add/Drop**.
- 87.2. Roster forms must be current at all times. This includes full name, Date of Birth, phone number(s), street address and/or PO box, city, state, ZIP code, and t-shirt size for each player, coach, manager, and team representative.
- 87.3. A player must be on a team's roster to play in any game. The name must be on the roster prior to game time. All players must have government-issued photo ID with them at all games to verify identification.

## 88. Running

- 88.1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline shall be safe at the base to which they were running.
- 88.2. All bases are 70 feet.
- 88.3. Leading off or stealing a base is not allowed. A runner off their base when the ball is kicked is out.
- 88.4. Hitting a runner's neck or head with the ball is not allowed. Any runner hit is safe and advances one base beyond the one he/she was originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball and is so called by the official, the runner is out.
- 88.5. Tag-Ups
  - a. After a kicked ball is caught, runners must tag their originating base before running to the next base. If the runner

has not moved off the base before the ball is caught, the runner may simply run forward without a tag-up.

- 88.6. Runner may overrun first base.
- 88.7. Running past another runner is not allowed. Any runner passed by another runner is out.
- 88.8. Overthrows
  - a. When an overthrown ball travels out of bounds, a runner may not run beyond the base they were originally running toward when the ball was thrown.
- 88.9. Runners are allowed to slide, except when going toward first base.

## 89. Score Book and Lineup

- 89.1. Score books will be kept by both teams.
- 89.2. Each team shall exchange lineups as soon as possible, prior to the beginning of the game.
- 89.3. The home team shall designate a scorekeeper who will keep the official book. If the home team does not provide a scorekeeper, the visiting team may designate one.
- 89.4. If neither team has a scorekeeper, the umpire will be declared the official scorekeeper. Should this occur, teams will not be allowed to protest the end game score.
- 89.5. Home/away is designated on the schedule.

## 90. Strikes

- 90.1. A count of any combination of 2 strikes constitute an out.
- 90.2. A strike is a pitch within the strike zone either not kicked or else missed by the kicker. The strike zone is 1 foot above the ground and within 2 feet of either side of home plate.

## 91. Wheel Rule (For Coed)

- 91.1. When it is time for a female kicker, and the team is shorthanded for females, the females must rotate between the non-female kickers instead of taking an out.
- 91.2. Females must kick in the order that they are listed in the lineup.
- 91.3. If it is a female kicker's turn and that female is on base, in order to maintain the batting order, another female must become the courtesy runner. (If a female is unavailable, then a non-female may become the courtesy runner, and they must be the last out made.)
- 91.4. When using an odd number of players, a team may only have one more non-female than female on the field defensively but may have as many females as desired. If a team has more females than non-females, they will kick females back-to-back in their lineup so that no non-females are ever kicking back to back.
- 91.5. Teams can have as many non-females in their kicking order (up to 14 kickers total) as long as their non-females are never kicking back-to-back. In this situation the non-females will just rotate on the field defensively however the team chooses.

## 92. Commitment Line/Scoring Line

- 92.1. A home plate commitment line will be used. The commitment line shall be marked perpendicular to the third base foul line 20 feet from home plate. Once a runner steps on or past the commitment line they must proceed to the scoring line, and defensive players can put the runner out by touching home plate while holding the ball, tagging the runner with the ball or pegging the runner with the ball.
- 92.2. The scoring line shall be located 8 feet from the back of home plate. The scoring line shall be situated on the imaginary extension of the first-base foul line. The

offensive team must touch the scoring line. If at any time the runner steps foot in the area between the chalk guideline and the third baseline, or the area around home plate, the runner is automatically out.

- 92.3. The runner's foot must be down on or across the scoring line to score, not in the air above it. Sliding into the scoring line is allowed.

## 93. Courtesy Runners

- 93.1. Two (2) players are allowed to use courtesy runners per inning once the replaced runner reaches a base. Two (2) courtesy runners per gender, per inning, are allowed in coed games.

*Exception: If an injury occurs during the game, the injured player may continue to play and utilize an additional courtesy runner if necessary.*

- 93.2. The courtesy runner can be anyone in the lineup, (in coed it must be the same gender OR a female) however, the same runner cannot run more than once per inning.
- 93.3. Once a runner touches the base to courtesy run, they must remain that runner. If the courtesy runner is on base when it is their turn to hit/kick, they are out at the plate.
- 93.4. In the event of serious injury where the hitter is unable to run, a "Fence Runner" may be utilized, but will count towards the team's allotted courtesy runners. This runner will start at the designated mark made on the field (typically a spray-painted line on the ground). The fence runner may run on contact, no sooner. If the fence runner leaves early or if the hitter runs more than 5 feet out of the box, the result of the play is an out. **The umpire reserves the right to determine if the fence runner rule is being abused and therefore limit the use during each game.**



# WALLACE MARINE PARK SOFTBALL COMPLEX ADMINISTRATIVE RULES AND REGULATIONS

Administrative rules and regulations have been established to carry out the authority granted by *Salem Revised Code* (SRC) regarding public use of Wallace Marine Park Softball Complex.

## SECTION 1: INTRODUCTION

### 1. Purpose

- 1.1. *Salem Revised Code* authorizes the establishments of administrative rules and regulations that shall ensure safe, convenient, and efficient use of public facilities, as well as regulate and administrate public use of Wallace Marine Park Softball Complex under the following:
  - a. SRC Chapter 90—Alcoholic Beverages
  - b. SRC Chapter 93—Noise
  - c. SRC Chapter 94—Offenses in Parks
- 1.2. Purpose of the Administrative Rules and Regulations
  - a. To facilitate maximum use of Wallace Marine Park Softball Complex by the general public.
  - b. To regulate Wallace Marine Park Softball Complex, assuring maximum opportunity for use through advance reservations and scheduling.
  - c. To coordinate public use of the facility with maintenance, construction, and other events or activities.

### 1.3. Goal of the Administrative Rules and Regulations

- a. It is the goal of the City of Salem Public Works Department to contribute to the fulfillment of the leisure needs of the citizens. This will be achieved through creative leadership, facilities, and public open spaces that encourage individual satisfaction and generate community pride.

### 1.4. Rights Reserved by the City of Salem

- a. The City reserves the right to limit or deny park use based on availability of City resources and physical condition of areas requested.
- b. The City reserves the right to cancel any scheduled or reserved park use due to unforeseen circumstances or emergency situations.
- c. The City reserves the right to require a change or make modification to an event and its scope as a condition of granting a permit.
- d. The City reserves the right to close City ballfields at its discretion.

- e. The City reserves the right to amend insurance and/or liability requirements, determined by the City’s Risk Manager, as a condition of granting use.
- f. The City may adopt such additional rules and regulations consistent with the provisions of *Salem Revised Code*

that the City determines carry out the authority granted to City staff by *Salem Revised Code* regarding public use of the Wallace Marine Park Softball Complex.

- g. The City reserves the right to require a change or to make modifications to a team name.

## **SECTION 2: OPERATIONAL POLICY**

The Wallace Marine Park Softball Complex complements a diverse park and recreational facility system comprised of neighborhood parks, community parks, and special use facilities, as well as various venues for special events, festivals, and competitions.

### **2. The Wallace Marine Park Softball Complex will be maintained at optimal standards to attract the highest level of year-round use.**

### **3. The Wallace Marine Park Softball Complex will be managed in a manner that maximizes revenue generation.**

- 3.1. Organizations renting the Wallace Marine Park Softball Complex may close the facility to the general public and charge admission fees.
- 3.2. All organizations wishing to rent the Wallace Marine Park Softball Complex must secure a *Park Use Permit and Agreement* and abide by the rules and regulations stated therein.
- 3.3. The City of Salem reserves the right to review and approve or deny revenue-generating activities in or associated with the Wallace Marine Park Softball Complex (e.g., concessions, admission, and fund-raising).

- 3.4. The fee and charge structure makes no differentiation for nonprofit organizations.

- 3.5. The Public Works Department will administer the *City of Salem League Rules and Wallace Marine Park Softball Complex Administrative Rules and Regulations* to meet the facility operation goals.

- 3.6. Beer and wine sales are allowed, by permit, under the provisions of SRC 94.195.

### **4. The Wallace Marine Park Softball Complex shall have a designated reserve fund to complete repair, renovation, and improvement projects to the facility which exceed \$1,000.**

**5. The following items are prohibited in the Wallace Marine Park Softball Complex:**

- 5.1. Coolers, ice chests/boxes, cans, glass bottles, and fireworks. An entry gate monitor will be stationed to assure compliance.
- 5.2. Animals and pets. *Exception: Certified service animals are allowed.*
- 5.3. Bicycling, skateboarding, skating, large riding toys, and distracting or noise-making toys.

**6. For the safety and health of softball program participants, spectators, and visitors, operational rules and regulations have been established. Noncompliance with the following rules and regulations may result in disciplinary action, including ejection from the facility.**

- 6.1. Unsportsmanlike conduct, violence, threat of violence, and use of profanity will not be tolerated. Under no circumstances will the following be tolerated at the Wallace Marine Park Softball Complex:
  - a. Physically fighting or striking or verbally threatening to harm an umpire, a competitor, a spectator, or a City of Salem employee.
  - b. Continually addressing an umpire, a competitor, a spectator, or a City of Salem employee with disrespect, dissent, or resentment.
  - c. Endangering other people by throwing bats, balls, equipment, or other objects.
  - d. Inappropriate physical contact with, or inappropriate gestures toward, anyone.
  - e. Intoxication.
  - f. Intentional delay of the game.

- 6.2. Individuals who destroy or vandalize Wallace Marine Park Softball Complex property (including but not limited to restrooms, bleachers, play structure, trees, and shrubs) will be removed from the Wallace Marine Park Softball Complex. Individuals responsible for damage will be billed for repairs and/or replacement.
- 6.3. Consumption of alcohol is prohibited anywhere outside the Wallace Marine Park Softball Complex fenced area. Alcohol is prohibited in all other areas of Wallace Marine Park, including soccer fields, parking lots, the boat launch, and picnic and play areas.
- 6.4. Parents/guardians are responsible for the conduct and safety of their children.
- 6.5. Children using the play structure, bleachers, or other areas of the Wallace Marine Park Softball Complex must be supervised at all times by a parent or guardian. Any unsupervised children may have their privilege to use the play structure taken away by City of Salem staff.
- 6.6. Parking vehicles in fire lanes may result in the vehicle being cited and/or towed at the owner's expense.
- 6.7. There is no smoking or vaping allowed in the Wallace Marine Park at any time.
  - a. Any person caught smoking or vaping in the park will be issued a verbal warning, which will also apply to the team they represent.
  - b. A second incident will result in the smoker being ejected from the park for the remainder of the day.
  - c. A third incident will result in the smoker being ejected from the park for one year from the date of the infraction.
  - d. If the smoker cannot be positively identified, the team captain will be held liable.

6.8. The Wallace Marine Park Softball Complex access gates are locked 30 minutes following the last out of the last game. Any vehicle left in the parking lot after the gates have locked will remain there until the next business day. Should an owner desire to remove their vehicle

from the parking lot prior to the next business day, a \$25 fee will be charged to have P&M Automotive come to Wallace Marine Park to open the gates. In addition, the City of Salem will not be held responsible for theft, damage, or condition of the vehicle if left overnight.

## **SECTION 3: HOURS OF OPERATION**

The Wallace Marine Park Softball Complex operates April through November annually under the following conditions:

### **7. Operating Hours**

7.1. Complex operating hours are 5 a.m. to 12 midnight weekdays and weekends.  
*Exception: The 12 midnight curfew may be waived by the City.*

### **8. Seasonal Closures**

8.1. The City of Salem closes all City-owned ballfields each year between November 1 and April 1. Depending on weather patterns and field conditions, the ballfields may be closed beyond April 1. The Salem-Keizer School District may also implement ballfield closures for their facilities. Once ballfield closures are in effect, user groups will be asked to comply or lose potential field use privileges.

## **SECTION 4: SCHEDULING AND RESERVATION PROCESS**

Use of the Wallace Marine Park Softball Complex is coordinated through the City of Salem Parks and Recreation office located at 1457 23rd St SE, Salem, Oregon. Office hours are 8:00 a.m. to 5:00 p.m., Monday through Friday. The complex is scheduled annually to host local, state, regional, and national tournaments, and competitive and recreational league play. Activities offered through the complex are scheduled as follows:

### **9. National/Regional Tournaments**

- 9.1. Tournaments offered through nationally recognized organizations (e.g., USSSA, USA) are primarily on a “bid” basis. Bids for national and regional tournaments are developed by City staff, submitted to the national organization for review, and presented at the respective association’s annual conference. Tournaments awarded to the City of Salem take priority over any other use of the Wallace Marine Park Softball Complex.

### **10. State/Local Tournaments**

- 10.1. Tournaments are coordinated with state and local association representatives. Award and scheduling of these tournaments are at the sole discretion of the City of Salem.

### **11. League Play**

- 11.1. League play, to include practices and pre-season tournaments, is held Sunday through Friday between April 1 and November 1 annually. Play is divided into two seasons, Spring/Summer and Fall leagues.

### **12. Special Events**

- 12.1. Special events may be scheduled at the Wallace Marine Park Softball Complex on a first-come, space-available basis. All inquiries regarding special events shall be directed to the City of Salem Public Works Department.

### **13. Special Use / Rentals**

- 13.1. Ballfield rentals shall be offered for groups desiring additional practice or game space. These rentals may include games and practices for middle and high school teams, tournament teams, and local college and university teams.

### **14. Maintenance**

- 14.1. At times, it may be necessary to take one or more ballfields “off-line” for maintenance or safety purposes. In most cases, advance notice will be provided. In some cases, an emergency ballfield or facility closure may be initiated without advance notice.

### **15. Rental Guidelines**

- 15.1. Renting the Wallace Marine Park Softball Complex allows the permittee use of the softball complex and its support facilities only. Exception: Concession stands. Those permittees desiring to extend the limits of their event into other recreation areas within Wallace Marine Park are subject to additional permit requirements and the rules and regulations as set forth in the *Park, Streets, and Public Open Spaces Administrative Rules and Regulations*.

# SECTION 5: SPECIAL REQUIREMENTS

## 16. Certificate of Insurance

- 16.1. Certificate of Insurance is required for all event sponsors, hosts, food and beverage vendors, contractors, or any other persons or companies the City of Salem's Risk Manager identifies. All permittees who hold an event open to the general public, with or without a fee, will be required to provide general liability insurance for bodily injury and property damage at a minimum of \$2 million naming the City of Salem and its officers, employees, and agents as additional insured.

## 17. Legal Requirements

It is the permittee's responsibility to comply with all legal requirements when staging an event. Any one or combination of the permits and processes which may be required are as follows:

### 17.1. Tents/Canopies

A building permit and Salem Fire Department approval must be obtained whenever a tent over 400 square feet which is enclosed on two or more sides or a canopy over 1,000 square feet is going to be utilized for an activity at a public facility.

- a. **A minimum of four weeks prior** to use, the applicant must:
- i. Complete an application for tent or canopy permit.
  - ii. Submit two sets of plans to the City of Salem's Permit Application Center, 555 Liberty Street SE, Room 320, Salem, Oregon. Plans must include size of tent/canopy, exit locations, list of materials to be inside of tents, plot plan with dimensions to building, structures, and other important items.
  - iii. Remit \$110 permit fee.
- b. Plans will be reviewed by the City of Salem Building and Safety Division, Fire Marshal, Police, Code Compliance, and Public Works Department.
- c. Following review by the Fire Marshal, the permittee will be contacted to obtain plans and permits.
- d. The permittee will be responsible for complying with directives from the Fire Marshal and/or the Building and Safety Division.
- e. A final inspection is required prior to occupancy.

17.2. Street Vendors, Peddlers, and Mobile Food Units

Street vendors, peddlers, and mobile food units are required to complete an application and permit process through the City’s Permit Application Center. Vendors, peddlers, and mobile unit operators must provide proof of insurance, comply with all related State and County Health Department requirements, and meet requirements of the Uniform Fire Code.

**NOTES:**

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17.3. Photography

A *Special Use Permit* is required for all commercial filming and photography in City of Salem parks, streets, open spaces, or recreation facilities. A *Special Use Permit* can be obtained through the City of Salem Public Works Department.

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17.4. Vendors/Concessionaires

Food vendors are prohibited in City parks unless part of an approved event or approved by the City of Salem Public Works Department. If facility use includes permission to have sales, all vendors associated with the event must be within the boundaries of the event and must display their Short-Term Concessionaire’s Permit at all times. Permits may be obtained from the Public Works Department, 555 Liberty Street SE, Room 325, Salem, Oregon.

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17.5. Complaint Resolution Process

Complaints relating to general public use of the Wallace Marine Park Softball Complex will be directed to the City of Salem Public Works Department Recreation Supervisor. Complaints requiring immediate action will be referred to the appropriate staff for review and follow-up.

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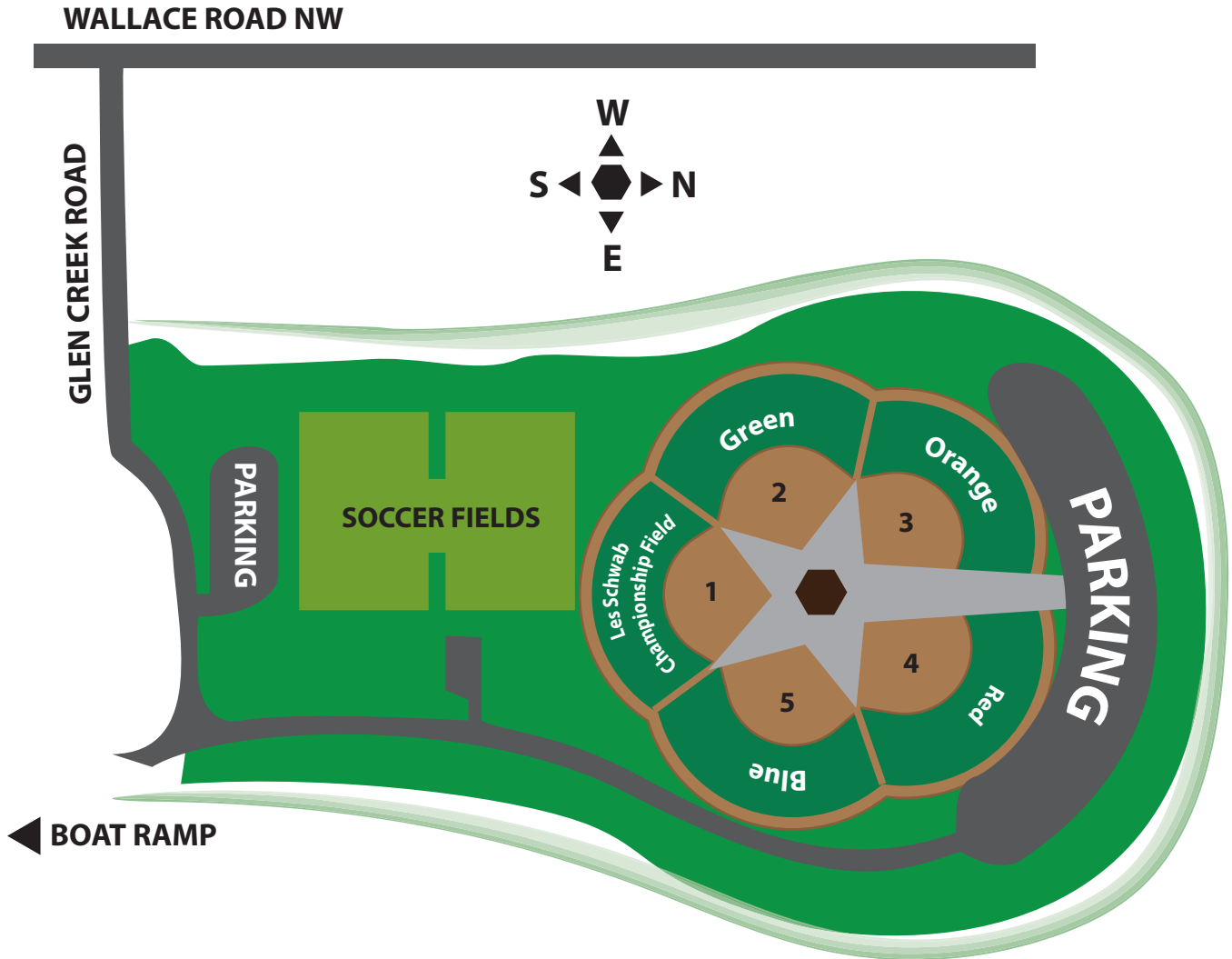
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THANK YOU TO OUR MAJOR SPONSORS

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# Wallace Marine Park Sports Field



Our star complex is surrounded by the natural beauty and bounty of one of the most striking and delightful locations in the Pacific Northwest. Wallace Marine Park is 114.45 acre park located in West Salem and is the home of one of the best sports facilities in the Northwest. Each year many state, regional, and national tournaments are held at Wallace Marine Park's Star Complex.