OMNIBUS SOFTBALL ASSOCIATION RULES 2026

The following rules will supplement or supersede any rules listed in the Official USSSA Rule Book
And will be used in St. Charles County, Brentwood, Sunset Hills and Florissant

RULE 1. EQUIPMENT

Sec. 1 All players and coaches must wear a shirt, pants, and closed-toe athletic-type shoes to compete in the league. (No steel spikes shall be worn)

Sec. 2 (Where Applicable) Legal bats are posted at this website: www.usssa.com under Slow Pitch outlined under "Licensed Equipment – New Bat Rules" and are approved through USSSA. You can check approved bats at **https://www.usssa.com/slowpitch/slowpitch-licensed-softball-bat-ball-manufacturers** In **2026** all will be held to the same USSSA bat standards as indicated on their website but **you** can use current 2022 approved bats until 2027. It is the player's responsibility to conform to USSSA rules concerning equipment.

RULE 2. THE GAME

All men's, women's and coed leagues will be governed by the general playing rules of the USSSA, and these Omnibus Softball Association Rules. We agree to provide at least one umpire per game.

Sec 1 Starting and Ending

A. All league games, including makeup games for rainouts, will take priority over other games in which a team is involved. Rainouts will be rescheduled at Diamond availability. It is each team's responsibility to inform the League Director of other league conflicts.
B. The Home Team will keep official score but the visiting team's score will be official in the absence of a Home Team scorer. The umpire will keep the scores and confirm runs each inning with both teams. Final score will be determined by the umpire in conjunction with the official score book.
C. Team managers and players are requested to report to the field plus exchange line-ups prior to game time and be prepared to play at game time.
D. Before the game begins, each team manager (or acting manager) MUST identify himself as such to the game officials at home plate before the game can be started.
E. The home team may be changed by mutual agreement of the teams.
F. Time Limit – no final game of a double headers or a single game shall go past the 55-minute point to start a new inning. No inning will be started after the 115-minute in double headers or 55-minute in a single game. If the game ends in a tie will result in a tie. In the event of rain or cancellation, games will be considered complete after four full innings of play or 3 ½ innings if home team is winning.
G. Extra Innings – If a game is tied after 7 innings and time remains extra innings will ensue. Each batter will begin with a full count (2 balls and 1 strike) and get one pitch to hit or walk. Each team will begin the inning with one runner on second base (last out of the last inning). Game will be played in this format until completion if time allows.
H. Rainouts – check rainout line status or online at the league site. Once play begins on a series of games, rain outs and called games are determined by the umpires. No game is officially cancelled until the umpires declare games cancelled. When/if games are halted because of rain or lightening, all fields will stop play when the senior umpire makes the call to cease playing. Games will then be called by umpires after waiting the appropriate time.
I. No beverages/smoking, chewing tobacco or vaping on the field during the game. If a field has artificial turf, there will be no sunflower seeds, gum, smoking, vaping, chewing tobacco or other food stuff used by players. If these items are observed by an umpire during play, player will be EJECTED from the game and the next game per ejection rules.
J. In all league playoffs – Tournament games will last one hour (no inning starts after 55 minutes) with the exception of the championship game where all games will play a full seven innings (or more if needed to determine a winner)

Sec. 2 Winner of the game

A. Team ahead by: (1) 20 run difference after 3 official innings (2) 15 run differential after 4 official innings (3) 10 run differential after 5 official innings (4) 15 run differential by visiting team in the 6th or 7th inning.

B. All league standing ties will be decided as follows: (1) Team with least forfeited losses due to ejections.
(2) Team with least forfeited losses (3) Season series between the teams involved (4) Won/loss record among the teams involved; (5) Least runs allowed between the teams involved; (6) Least total runs allowed during league play; (7) Toss of the coin.

C. Both teams will be credited with a ½ game in the standings for games ending in a tie as a result of time limits.

Sec. 3 Forfeited Games

A. Forfeit time is game time except for the first game on a diamond. In this case, it will be 10 minutes after the scheduled time of the diamond's first game; those 10 minutes will be part of that game's 60-minute time limit. All remaining games commence immediately following the previous game's completion.
The initial game will commence immediately upon the arrival of the necessary player, and the format will be double innings for the first 4 innings followed by the normal single inning format. The forfeit shall be enforced when the ninth player is unavailable.

B. Should any team forfeit 3 dates and/or drop from the league, they will be eliminated for the entire season. All remaining games/fees will be forfeit; therefore no substitute team will be accepted.

C. If your team is going to forfeit and it is known in advance, please contact the league director ASAP and let him know so umpires and other teams can be made aware of the forfeit.

Sec. 4 Protested Games

A. Protests must be made at the time of the play (that is before the next pitch) and must be received in writing at the applicable league office within 72 hours of the game

B. Any illegal player (suspended or non-roster) participating in a league game will cause forfeit of the game and the player plus the game manager will be suspended for 1-full game from the date of the game.

C. All player eligibility protest must be made while the player is active in the game; protest money must be received by league director within 72 hours of the game, along with the player's signature.

D. Three league umpires not involved in the game will rule on any and all protests, except E (below). All written protest must be accompanied by a $50.00 fee. Protest money will be returned if the protest is upheld.

E. Any protest during a playoff game will be resolved before play continues. All protest must be accompanied by a $50.00 fee to the league director. Protest money will be returned if protest is upheld.

F. Any team forfeiting a game because of player ejection will vacate the playing field immediately and NOT be given any practice time.

WHEN Pitching Screen USED

Sec. 5 – Pitching Screen

Pitching Screen- If used, any brand I-Screen can be used with dimensions up to 7ft height by 4ft wide at the base.

Pitching Area

A. . The pitching area is the width of the pitcher's plate up to six (6) feet behind the back edge of the pitcher's plate.

B. Pitchers using a pitching screen must toe the pitching plate when delivering the pitch.

PLAYING RULES

C. . Pitching Screen (only when the screen is used)- Any batted ball that hits the pitching screen will be treated as a foul ball/dead ball. If a batter has one strike and hits a batted ball into the pitching screen, he/she will be automatically called out and the ball is dead.

Pitching Rules

D. Pitchers using a pitching screen must toe the pitching plate when delivering the pitch.

E. If a pitching screen is used - Once another defensive player touches the batted ball, the pitcher may engage on defense. If the ball is hit in the air and goes ABOVE the top of the pitching screen or if the pitcher remains behind the pitching screen (both feet behind screen) and ground ball hits ground BEFORE reaching the screen, pitcher can engage in defensive play before another defensive player touches the ball.

F. If a pitching screen is used - If the pitcher interferes or touches the ball with glove or body with the batted ball, dead ball will be called, The batter will be awarded two bases and any runner on base will also advance two bases.
G. If a pitching screen is used- Any batted ball hitting the screen will be a dead ball foul.
H. If a pitching screen is used - Screen placement may not be moved for the entire inning once the first pitch of the inning is thrown with the exception of the screen being moved during a defensive play. Pitching Screen placement may be no more than 4 feet in front of the pitcher's plate and must cover at least half the pitcher's plate "left to right" or "right to left".
(EXCEPTION) A new pitcher enters the game.
(EXCEPTION) – Pitcher can move screen if he/she feels screen will impede defense. If moved, umpire will replace screen to position before the next pitch. Screen cannot be tipped over, only moved
(EXCEPTION) The screen is hit by a batted ball and it moves and needs to be readjusted.
(EXCEPTION) The screen is moved by a defensive player during a play and needs to be returned to the original placement. (EXCEPTION) If the screen leg interferes with pitching (some brands have long legs), the pitcher may adjust the screen away from the pitching plate towards home plate. Umpire will determine how far is acceptable.

RULE 3. SPECIAL PLAYING RULES

Sec 1 The batter is out if a second strike is called. The batter is awarded first base when three balls are called. Strikes are called as follows in each park:

St. Charles – Wappelhorst and Kiwanis –	Umpire Discretion – teams supply balls
O'Fallon – Ozzies	Umpire Discretion - teams supply balls
Wentzville – Peruque Park	Umpire Discretion - teams supply balls
Lake St. Louis – Founders Park	Umpire Discretion - teams supply balls
St. Peter's	Umpire Discretion - teams supply balls
Brentwood	Strike Mat behind plate - league supplies ball
Florissant - St. Ferdinand Park	Strike Mat behind plate – teams supply balls
Sunset Hills --	Strike Mat behind plate – league supplies balls

Sec 2 Any batter hitting a foul after one strike will be out, but the ball remains live allowing any base runners the opportunity to advance IF a catch is made.

Sec 3 Any batter hitting a fair ball over the fence is declared a homerun (provided they are within the home run rules in section 6) and an automatic dead ball. The batter DOES NOT have to touch first base.

Sec 4 In a league where a home run limit per game is imposed, all fair untouched fly balls over-the fence in excess of the limit will be ruled and out, the ball is dead and no runner can advance.

Sec 5 League games will observe a time limit – NO inning will **start** after 55 minutes of play have been completed in a single game or 115 minutes in a double header.

Sec. 6 **Home Run Limits**: There will be a league home run limit with a "one up" rule in most leagues. "One Up Rule": Once a team hits the limit home runs they cannot hit anymore until the opposing team hits "5". Any home run hit untouched, over the fence after the 5th home run will be recorded as an out. The ball is dead and runners cannot advance. When both teams have equal reached the limit (5) then either team can hit one more run to go "One Up". No further home runs can be hit by that team until the other team hits a home run. No "One Up" by the home team in the last inning or declared last inning of the game.

Park	Home Run Limits
St. Charles – Wappelhorst and Kiwanis –	5 and one up
O'Fallon – Ozzies	5 and one up
Wentzville – Peruque Park	5 and one up
Lake St. Louis – Founders Park	5 and one up
St. Peter's	5 and one up
Brentwood	3 limit – no one up
Florissant - St. Ferdinand Park	5 and one up
Sunset Hills --	5 and one up on field 4 4 one up on field 2 and 3

Sec. 7 Pitchers may pitch without using the rubber. (without pitching screen) They can pitch up to six feet behind the rubber provided one (1) foot stays within the width of the rubber. Note USSSA

require the pitcher to top the rubber for tournaments but league play allows pitcher to pitch behind rubber. Pitchers are highly requested wear face protection when they pitch.

All other players are encouraged to wear the recommended additional protective safety gear, consisting of head gear (NOCSAE approved), heart/chest protection and shin guards. Players are not required to wear the recommended protective gear.

Sec. 8 As per the USSSA By-laws, all male team rosters shall include only male players and female rosters shall include only female players.

RULE 4. UMPIRE

Sec 1 When an altercation occurs, the umpire shall eject any-and-all players deemed necessary to maintain order. A report SHALL be turned into the league listing the names of the ejected players, and a description of the occurrence. If the manager (or acting manager) refused to provide this information, the umpire's report will so indicate. The executive board shall then take any action they deem necessary.

Sec 2 Any umpire not fit to officiate can be written up by a minimum of three league teams and the fitness will be ruled on by the board.

Sec 3 All exposed items judged to be hazardous or potentially dangerous by the umpire, such as neck chains, watches, bracelets, or earrings that extend below the ear lobes may not be worn during the game.

RULE 5. DOUBLE HEADER SPECIALS

Sec 1 Forfeit time for the second game of a Double-header involving the same two teams on the same diamond shall be 20 minutes after the first game forfeit has been declared.

Sec 2 Double-header league games involving the same two teams will operate with a 1115-minutes time limit. The first game will be played to completion and the second will be called at the 115-minute limit but considered official regardless of the number of innings played. Note – inning will be completed with no inning starring after 115 minutes – games are not called mid-inning.

RULE 6. PLAYERS AND SUBSTITUES

Sec 1 Eligibility

A. A player may play for only one team in each league. Players listed in more than one league team roster must declare the team of choice for the playoffs before the playoffs begin, or all the player's teams will be expelled.

B. Mixed or Coed League Specials

(1) Teams must have a minimum of 4 females in the lineup to start and finish a game. You must alternate men and women in the batting order.

(2) If there are only 4 women, an out is taken in the place of the 5th women's spot in the batting order EVERY at bat during the game for her place in the lineup unless mutually agreed upon by both team managers.

(3) If additional female players are used, they must bat after each other.

(4) At no time can there be more than 5 males or less than 4 females in the field on defense.

(5) Females will pinch run for females and males for males as needed for

Sec 2 Participation in the Game

A. A minimum of nine players are required to start or continue a league or playoff game. Starting lineups shall include only those players available at game time. It is at the manager's option to have a batting order of more than 10 players. NOTE: If a team cannot field enough roster players at game time, they may, with the permission of the opposing team, pick up enough non-roster players to equal; a total of 9 to play the game. The umpire must be informed of this agreement between the teams and the game becomes official. A team which allows non-roster players to play may not protest eligibility after that point. At no time may the picked-up's lineup exceed 9 players unless all of the non-roster players are removed from the competition and replaced with roster players.

B. Substitutes (players not in the batting order) may be made at any time, EXCEPT FOR EJECTED PLAYERS. If a player is ejected from the game for any reason, the ejected Player's spot in the team's batting order will be declared an out every time that lineup position is due to bat.

C. Any player leaving the batting order (without a replacement) will be an "OUT" the next turn at bat. Any player(s) in the starting lineup not available for the first turn at bat will be scratched at that time and will be an "out" that time only. These players may not be used as substitutes later in the game.

D. A late arriving tenth player may be added at the end of the lineup at any point in the game.

E. Late arrivals beyond the tenth player may be added at the end of the line up until the leadoff batter has begun the second turn at bat, otherwise they may be used as substitutes only.

F. One courtesy runner per inning (one time) may be used. The courtesy runner will be any player selected by the manager. If the courtesy runner is still on base at the time of their turn at bat, that spot in the batting order will be an out. In the Mixed Program, the courtesy runner for a male will be the any male selected and the courtesy runner for the female will any female selected. If any additional courtesy runner of an inning enters the game, and the defensive team completes a proper appeal before the next pitch, illegal pitcher action, intentional walk, or before all fielders have left fair territory, the runner will be declared out. Any batter who requests a pinch runner, does not have to touch first base before getting a courtesy runner.

Sec 3 Player Conduct

A. Managers (or acting managers) are responsible for the conduct of their team ON and OFF the field as well as fans and spectators. Any team involved in a team altercation resulting in a forfeited game due to fighting is ineligible to win their current league. Managers (or acting manager) are responsible for team conformance to facility rules regarding "carry-ins". Violation of these requirements could result in game forfeiture or subject to the manager to a game ejection if they fail to control their team.

B. Only the manager and the involved player will be allowed to discuss a play with the umpire; if the umpire allows any discussion. Any player leaving his position or players leaving the bench will be subject to ejection from the game.

C. Any player, coach, or manager touching an umpire or league official is automatically ejected from the game, and is on suspension for 1 calendar year. At any time reinstatement will be investigated by the suspension board.
(1) A single game ejection for any reason carries an additional game penalty for the offender plus the offender cannot play until that team's manager of record talks with the League Director. That additional game could be a second game on the same date. (2) Should a player, coach, or manager be affected for a second time during the season or playoffs, all remaining eligibility will be forfeit, and the executive board will review the possibility of the player, coach, or manager to compete next league sessions and/or season. (3) All suspension are to be ruled on by the board composed of the league director and the umpire-in- chief and 3 outside parties. (4) Should a player, coach, or manager be ejected for second time during the calendar year from any Omnibus Softball Association officiated league, all remaining eligibility for any Omnibus Softball Association officiated league will be forfeit, and the executive board will review the possibility of the player, coach or manager to compete the next league session and/or season. League directors reserve the right to lengthen any suspension.

D. The team manager (or acting manager) MUST, under penalty of suspension for failure to do so, furnish the umpire with the name of any individual ejected from a game. The manager (or acting manager) MUST furnish this information when requested to do so, or the team will not be permitted to compete until the information is provided to the league director.

E. If an incident occurs at the conclusion of a team's final game of the season, whether league play or playoff, which would be cause for ejection and possible suspension, the manager of that team MUST furnish the names of any offenders to the umpire when requested to do so. Failure to comply with this rule may result in suspension of all the players on this team's roster the following season at the discretion of the board composed of the umpire-chief, the league director, and 3 outside parties.

F. Any season suspension imposed on a player, coach, or manager will be sanctioned by ALL Omnibus Softball Association leagues using game officials furnished by the St. Charles Umpire In Chief.

G. Umpires are strongly encouraged by league officials to enforce rules governing foul language and/or unsportsmanlike conduct. Any player cursing an umpire, teammate, member of another team, spectator, or league official may be ejected from the game.

H. Player Ejections.
Automatic ejections: Fighting, Crashing a defensive player, Touching or threatening an umpire, Obscene language at an umpire, Fake tag if runner slides, Leaving a defensive position to argue, Throwing any equipment, Obscene gesture at an umpire. Warning of ejection: Interfering with batter's

line of vision, Harassment from bench, Fake tag- no slide, Failure to resume game when requested, Beer drinking in dugout, Profanities, Leaving the bench to argue, Repeat of any offense.

Fighting – Any player fighting or physically mishandling an umpire, teammate, member of another team, spectator, or staff member (before, during, or after a game) will automatically be suspended from all USSSA league/tournament play for a minimum of 1 calendar year. League officials will review the incident to determine if additional suspension time is deemed necessary which could be extended up to a lifetime suspension.

Noise Pollution/Obstruction: Radios, Bluetooth/wireless speakers, “boom boxes” or any other device that interferes with the game as it is intended to play will be prohibited from use. If music played contains vulgarity or explicit language, umpire will require music be turned off. Such devices as flashlights, laser pointers, thunder sticks or any other devices used to distract players are prohibited as well. Team managers/coaches will be responsible for making sure these rules are followed.

If an umpire feels a player is extremely Intoxicated or Impaired and poses a danger to Himself or Herself, the player can be removed from the game. The removal will be treated as an ejection and be written up by the umpire and the next at-bat and all future at bats by the ejected player will be an out.

2026 Revisions highlighted in red