



# Coed Softball / Rules & Regulations

## **LEAGUE REGULATIONS:**

- 1) Teams will furnish their own gloves, catcher masks, and official bats.  
(See our bat list for legal bats)
- 2) Metal cleats and open-toe shoes are prohibited.
- 3) Games will be governed by the Official ASA Rules, as published by ASA, with the following Shepherd of the Hills modifications.
- 4) Teams may have a maximum of ten players on the field, at least three of which must be women.
  - If a team is short players they may use a player from another team in the league.
  - The first substitute picked up by a team will bat last in the batting order, and will play catcher. Each additional substitute will bat in the lowest position left in the batting order (while still having no more than three men in a row) When multiple substitutes are needed, the opposing captain will have the final say regarding which substitute plays catcher and where the other sub(s) will play. The Captain of the opposing team has the final say on who a team picks up as a sub.
- 5) Playing with two girls only: If a team has only two women, they may play with two women and seven men. 9 players can play in the field. Every time the 3<sup>rd</sup> girl should have hit an out will be recorded. If you have only two girls neither of them can play catcher. They must both play out in the field somewhere.
- 6) All players on a team's roster shall be eligible to play in the playoffs, regardless of the number of regular season games played in. No substitute players allowed in the playoffs.
- 7) A player must be 18 years old or turn 18 during the season to be eligible to play.
- 8) A team must have seven players from its roster or that game will be considered a forfeit.
  - League coordinators will determine whether a game shall be played when in doubt because of weather. All cancellation due to weather will be posted on the Hotline.
- 9) No one can play until they have turned in a signed waiver and paid the league fee.
- 10) Standings will be determined by a win/loss record. In case of ties within league standings at the end of the regular season, all will be broken by head-to-head record from the regular season. Playoffs will be single elimination.

## **Tobacco and Alcohol:**

The use of alcohol and tobacco is prohibited at the ball park, on the field, and in the stands. Any use of tobacco or alcohol is grounds for removal from the league.

## **Conduct Violations:**

Each incident involving a conduct violation results in an automatic out. The second incident by the same player in the same game will result in the ejection of that player, and his/her ineligibility for the following game. The third conduct violation by the same player in any game will result in removal from the league. League coordinators will document all conduct violations. If a defensive player commits a conduct violation, his/her team will begin the next half-inning with an out. League coordinators will have final say on the severity of all disciplinary action and will look at each case individually.

## ***Conduct Violations include:***

Use of profanity; destructive play, including deliberately running/sliding into a fielder, or anything else deemed unsportsmanlike by the umpire. If an offensive conduct violation is called, the player will be called out immediately, and all other runners will return to the last base occupied at the time of the collision. If defensive conduct violation is called, the offensive team will be awarded two extra bases.



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### **LEAGUE PLAYING RULES:**

- 1) Games will be governed by the Official ASA Rules, as published by ASA, with the following Shepherd of the Hills modifications:
- 2) Batting Order No more than three males may bat in succession at any point in the lineup, including the top and the bottom of the order. Women will rotate through the order as needed. All players eligible for games will be in the batting order.
- 3) Warm-Up Time There will be a 1 minute warm-up time given to teams because of the time limits. Teams should warm up off the field before their games.
- 4) Strike Zone A strike shall be called when a pitched ball hits the plate or the mat behind the plate. The pitch height must be above the batters head at no higher than 15 feet as judged by the umpire. If the pitch lands outside of the mat, or if the catcher catches the pitch before the pitch lands, a ball shall be called. A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as slow pitch.
- 5) 1-1 Count: Every at-bat will begin with a one ball, one strike count.
- 6) Intentional Walks: When issuing an intentional walk, the defensive team need only inform the umpire, and the batter will be sent to first base without pitches being thrown.
- 7) Foul Out A foul batted with two strikes will be counted as a half-strike. Another foul, when the batter has two-and-a-half strikes, will result in a strikeout.
- 8) Walking Men Batting Before Women If a male batter immediately before a female batter draws a walk, he will be awarded two bases if no strikes are made at the plate (the count remains at 1 strike). If a strike is made at the plate (the count goes to 2 strikes), then only one base will be awarded.
- 9) Courtesy Runners A courtesy runner is allowed; however, the runner must be of the same gender as the player replaced. The courtesy runner must be the person of the same gender most recently out.
- 10) Extension Base All runners must use the extension base at first base on infield hits.
- 11) Stealing Bases No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch is hit, the runner is out and no pitch is declared by the umpire.
- 12) Bunting No bunting is allowed. Any bunting action (as determined by the umpire) will result in an automatic out.
- 13) Encroachment While anyone is batting, all outfielders shall remain behind the encroachment line until the pitched ball is hit. The encroachment line starts on the left field foul approximately 140 feet from home plate, and it runs parallel to the outfield fence until it reaches the right field foul line.
- 14) Defensive Alignment No more than four players may play in the outfield. No more than six players may play the infield, including the pitcher and catcher.
- 15) Substitution Once an inning starts, players in the field may not be changed until the following inning, unless there is an injured player. When a new inning starts any player in the field may be changed. Players already in the field may swap positions at any time.
- 16) Out Of Play When a ball is thrown over the fence, into the dugout, or otherwise into an area considered "out of play", all runners will be awarded the base they are heading toward plus one base. (Example: if a runner has left second base headed for third base when the ball is thrown out of play, he will be awarded home, and his run will score.)
- 17) Balls Caught Over Boundaries If a fielder remains in the field of play but reaches over the out of play line or the fence to make a catch, the catch will count as an out. The umpire's judgment on whether the player remained in play while making the catch is final.
- 18) Catch and Carry If a player catches a fly ball in the field of play and momentum carries him/her out of play, the catch counts as an out, and it is a live ball. The umpire's judgment as to whether the catch was made in play or out of play is final.
- 19) Protests In case of a protest the team must make the issue known to the umpire during the game. A written protest must be turned into the league coordinators by the following Wednesday.
- 20) Game Duration Seven innings is a complete game. No new inning shall begin after one hour and five minutes from the scheduled start time. A game is considered official after four innings. (Example: If Jesus comes back in the middle of the 6<sup>th</sup> inning and takes us up to heaven the score reverts to the end of the 5<sup>th</sup> inning.) No time limit will be in effect during the playoffs. If a regular season game ends in a tie, it will be recorded in the standings as a tie. Playoff games will continue to extra innings.
  - a) A maximum of 10 runs may be scored per inning. However, if a home run hit over the outfield fence causes the total runs for the inning to exceed ten, all runs from the home run will count.
  - b) Mercy rules terminating the game shall be 15 runs after 5 innings and 11 runs at six innings.
  - c) The last inning of the game will not have a run limit. This will only be in effect once the umpire has announced that the next inning will be the last inning.
- 21) Game Start Grace Period: A team shall have five (5) minutes from the *scheduled* start time for the game to have enough players to begin the game. The League Coordinators retain the right to impose a penalty for failure to have enough players present to start the game in the interest of keeping all games on schedule.
- 22) All rules are subject to change at the discretion of the League Coordinators, subject to the needs of the League.