

2014 Spring Softball Rules

TEAM:

- This is a co-ed league. All players 18 years of age (Teams can restrict eligibility to 21) and older are encouraged to play.
 - No players under the age of 18 are eligible to play.
- 10 players take the field:
 - Pitcher, Catcher, 1st base, 2nd base, Short Stop, 3rd base, Left fielder, Left Center Fielder, Right Center Fielder, Right Fielder
 - If you have more than 10 players, be sure to switch every inning so no one sits two innings in a row.
- All Players maintain their batting position in the lineup, whether or not they played in the field the previous inning.
- If a team needs to borrow players, the game can still be played, but the game will be marked as a forfeit.
 - Min: 8 players to play game without borrowing (1 Center Field and a non-defensive catcher)
 - A non-defensive catcher can be borrowed & switched per inning without forfeit
- No new player will be allowed to join a team during playoffs without playing at least 1 regular season game.

PRAYER:

- All games will begin and conclude with a prayer around home plate.
 - *Home Team:* Opening Prayer
 - *Away Team:* Closing Prayer

GAME TIME:

- Games will consist of 7 innings.

TIES:

- *Regular season:* If the game is tied at the end of seven innings, one extra inning will be used. If teams are still tied after the extra inning, then the game will end in a tie.
- *Playoffs:* For tie games, play will continue until one team is ahead after a complete inning.

SCORING:

- Point System
 - Win (2 Pts.)
 - Tie (1Pt.)

- Loss (0 Pts.)
- Forfeit (-1 Pt.)

MERCY RULE:

- If one team scores 10 runs in a single inning, that half of the inning is over.
 - (Exception: If a team is behind by 10 runs or more, they may score as many runs in one inning as it takes to tie the score).
- If one team is losing by 20 or more runs by the end of their batting position in the 5th inning, the game shall be called.

WEATHER:

- In the case of inclement weather or other harmful conditions:
 - *Before a game:* Home team is to cancel (at least a 1 hour notice) and the game will be rescheduled
 - *During a game:* Five full innings (or 4 1/2 innings if the home team is ahead) will constitute a full game. If the full five innings (or 4 1/2 innings) are not complete, the game will be rescheduled to resume.

UMPIRES:

- One umpire is used per game.
- Umpire is paid \$40/game by the home team
 - Ump fee is split between teams for playoffs
- Umpire will call:
 - Strikes
 - Foul balls
 - Counts
 - Outs

COUNT:

- Strike: A strike shall be called if a pitch hits the strike mat on a legal pitch (6'-12' arc), a swing and a miss, or a foul ball (1st two strikes only, a batter cannot strike out on a foul).
- NO balls will be called.
 - Umpires will keep track of strikes, pitch counts & outs.
 - ex. A batter has two strikes on ten pitches with two outs, the umpire would track 2-10-2
- Each batter is given up to 12 pitches.
 - If the batter did not reach base or an out by the 12 pitch, the batter will be given a walk.

GAME EQUIPMENT:

- Softball bats only are to be used (no baseball bats).

- No shaved bats
- Every team must use the same softballs.
 - [Dudley ASA Thunder Heat 12" \(.44\) Slow Pitch Softball - Leather Cover](#)
 - Home Team is to provide the game ball.
- Every team must use the same pitching mat.

FOOTWEAR:

- Cleats (non-metal) or sneakers (sandals not permitted) must be worn at all times.

DISTANCE OF PITCHING MOUND AND BASES:

- The pitching mound will be at least 55' away from home plate.
 - This length will be different than the mound currently located on our fields.
 - Pitchers are not to cross the 55' pitching mound.
- The bases will be 65' away from home plate for all games (Softball standard).

PITCHING:

- Pitching is to be underhand slow-pitch.
- Arc's are to be kept at a height of 6'-12' to keep play fair for players of all abilities.

BUNTS OR INTENTIONAL CHOPS:

- The batter will be called out if they bunt or intentionally chop at the ball.

THROWN BATS:

- If the batter throws his/her bat they are called out.

BASE RUNNING:

- Stand-up collisions, at any base, will result in the player being thrown out.
- On double play situations, runners tagged out must refrain from interfering with the throw to the next base. Any interference by the baserunner will cause the other runner to automatically be called out for runner interference.

STEALS:

- No steals are allowed in slow pitch softball.
- A base runner may not leave the base until a pitched ball is hit.
- If the base runner leaves early, he/she will be called out.
- Since there are no steals, Catchers are to play their position at the backstop.

OVERTHROWS OR OUT OF PLAYS:

- When a ball is overthrown into foul territory, the advancement of the base runners is one base.
- If a batted ball enters dead ball territory without being touched by a fielder, the ball shall become dead, and is considered a ground rule double.
- Fields must have a clearly marked (chalk line, cones, ect.) 1st/3rd base foul lines.