



## 2016 Coed Softball League Rules

### **STARTING/ENDING A GAME**

The first game of the afternoon will start promptly as scheduled. Game time is start time unless one or more of the following conditions occur:

- 1) Weather/field conditions delay the start
- 2) Game official arrives late
- 3) Previous game(s) have for one reason or another “backed up” the schedule.

Teams in the Coed Leagues may also compete with as few as seven players, provided that no more than five are of the same sex. Since the sexes must alternate in the batting order, automatic outs will be called for missing batters up through the tenth spot.

### **Equipment Rules:**

Metal spikes are prohibited in all league play. Team uniforms are recommended, but not required.

For league play, any bat not on the banned bat list below may be used. Men must use a yellow optic cover, red stitch 12-inch ball with a COR of .52 and a compression of 300. Women must use the yellow optic cover, red stitch 11-inch ball with a COR of .44 and a compression of 375. Coed teams must use both balls.

All bats must meet ASA specifications and requirements. For a list of approved Women’s bats, please go to the National ASA website [http://www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp)

### **Games Rules:**

**Rule 1.** All league games will not exceed seven innings or 50 minutes in duration (this includes warm up). Game time begins when the umpire calls the coaches to home plate for the coin flip, not when they eventually get there. The last inning will start 10 minutes from the end of the hour time limit. The Ump will enforce this rule and make the call at the top of the inning. At 50 minutes after the time is up the game is drop dead on the spot. Coaches will be aware of this during the flip.

**Please Note-** that due to different circumstances in each game, some games may finish short of the time limit, while others may run over. Please respect the umpires call!

Umpire will determine all balls and strikes. All judgment decisions are final. Only the team Captain may speak to the umpire regarding a call. Any excessive disagreements will result in an ejection from the game and/ or league if deemed necessary by the Program Director.

**Rule 2.** All batters will start with a one ball, one strike count (1-1). No courtesy foul.

**Rule 3.** If a male batter is walked, he can automatically go to second. If a male is walked, and a female batter follows him in the batting order, the female batter has to hit unless there is 2 outs; then the female batter can hit or take a walk (1st base only).

**Rule 4.** All bats must have the asa approved stamp.

**Rule 5.** 10 players are allowed on defense anytime, however at least 3 of the players have to be female. 2 females must be in the outfield (LF/RF) and 1 female in the infield.

**Rule 6.** Pitchers must remain in contact with the pitching rubber until after the release of the ball. Any pitcher jumping during the release will be called for an illegal pitch and will result in a ball. Pitching distance is 50 ft.

**Rule 7.** Teams may bat 10 players. Batters must alternate guy, girl. There must be a girl batter in between every guy batter (Guys follow guys; girls follow girls).

**Rule 8.** There is a homerun limit of 5, any hit after 5 will be charged an out. If you would like to buy 5 additional homeruns, you may do so before the game for \$5.

**Rule 9.** No bunting allowed.

**Rule 10.** All players in the field must be listed in the batting order. There

are no designated hitters allowed.

**Rule 11.** Game mercy rule is up by 10 after 5 innings.

**Rule 12.** No leadoffs or stealing, Runners can be called out for leaving early.

**Rule 13.** Courtesy runners are allowed. The last guy out may run for the guy and the last girl out can run for the girl. If you are playing with 3 girls, a courtesy runner will not be allowed.

**Rule 14.** NO METAL SPIKES ALLOWED. Metal cleats will result in ejection from the game.

**Rule 15.** SLIDING - The major concern related to the issue of sliding is focused on the dangers of crashing into a fielder (be it the catcher or any other fielder). Base runners running into fielders at a base with no attempt to slide will be called out, and if proven intentional, ejected from the game. No attempt shall be made to jar a fielded ball or break up a play at any base. Base runners must slide directly into the base they are advancing to OR avoid any contact.

**Rule 16.** Forfeit Rule-If one team has less than the minimum number of players, it's up to the opposing team as to what is allowable. The opposing team will have the option of the following; taking the win, allowing the other team to pick up another girl, or having the team that forfeited start each inning with one out.

**Rule 17.** If a team calls the Program Director the day of the game to forfeit, there will be a \$10.00 penalty that has to be paid before the next game. If a team does not show and **DID NOT** contact the Program Director there will be a \$20.00 penalty that has to be paid before the next scheduled game.

## **League Policies:**

**Umps-** An umpire will be provided by the league to supervise the game. It is the umpires' responsibility to run the games, which will include the following task:

- **Starting the games on time, calling outs, making final calls on any disputed balls or strikes, settling all disputes or disputed calls, announcing the score in between each inning.**

**Forfeits** – If your team forfeits a game during the season, the following rules will apply-

**1<sup>st</sup> offense-** \$10 fee must be paid before next game. If the team does not notify the Program Director before the game, \$20.00 fee must be paid before the next game.

**2 offense-** The offending team will be eliminated from the league without a refund.

### **Team Rosters-**

All teams must turn in a roster before or on opening night. Without a roster a team is not allowed to participate. Teams may add players up until week 3 of play. After week 3 all rosters are frozen.

If you are adding to your roster, a phone call or email must be made to the Program Director prior to the scheduled game.

### **Waivers-**

In order to participate in the league, each participant must sign the team registration form.

### **Alcohol-**

The YMCA and the City of Fulton Parks and Rec has a NO ALCOHOL policy. If someone is caught abusing this policy, they will not be allowed to participate in the remainder of the season.

### **Player Eligibility -**

A formal protest may be filed 5 minutes before a game only if the opposing player eligibility is in question. The player in questions must provide a valid identification (driver license). In the result if the player is not eligible, the offending team will result in forfeit.

### **League Cancellation –**

Games may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. The Y sports staff will make every effort to play all scheduled games, thus we will not cancel until absolutely necessary. It is the coaches' responsibility to make sure that his team is aware of the cancellations.