



Coed Softball/Rules & Regulations

LEAGUE REGULATIONS:

1. Games will be governed by the Official ASA Rules, as published by ASA, with the following modifications.
2. Teams will furnish their own gloves, catcher masks, and official bats. (*See our bat list for legal bats*)
3. Metal cleats and open-toe shoes are prohibited.
4. All players on a team's roster shall be eligible to play and must bat every time around the batting order.
5. A player must be 18 years old or turning 18 during that season to be eligible to play in the league.
6. No one can play until they have turned in a signed waiver and paid the league fee.
7. Jersey Rule: Every player that is out of uniform equals how many innings the team in violation will start with an out. Example: Team A has 3 players out of uniform. They will start innings 1, 2 and 3 with one out.
8. Both teams must show up for all games. There are no pre-day forfeits.
9. Depending on the number of teams in the league, the playoff breakdown may vary. Every team gets 8 total games. Sometimes the 7th & 8th games will be part of the playoffs and sometimes a team's 8th game will be the last game of the regular season.
10. Standings for the playoffs will be determined by a win/loss record. In case of ties at the end of the regular season, all ties will be broken first by the team's head-to-head record. Tie-Breakers where multiple teams are involved will include the total runs scored and runs scored against. These totals will be added up between all the teams involved in the tie. The margin of runs between all teams involved will be tallied and the largest margin will be seeded the highest.
11. No Substitutes are allowed for playoffs.

GAME PLAY & SUBSTITUTIONS:

12. A team must have eight players from its roster including one female or that game will be considered a forfeit.
13. Teams may have a maximum of ten players on the field, at least 2 of which must be women at all times.
14. If a team is short players, they may use only player/s from another team within the league.
15. Subs can't be picked up unless the team has less than 10 of their own players or only have 1 female available.
16. If subs are used a team can never have more than a total of 10 players. (exception – see #19)
17. The first sub picked up by a team will bat last in the batting order, and will play catcher. Female rules must be met before male subs can be picked up. Each additional sub will bat in the lowest position left in the batting order.
18. When substitutes are needed, the opposing captain will have the final say regarding which substitute plays catcher and where the other sub(s) will play in the field.
19. If the team has a full roster of 10 or more, but only one woman, they will be allowed to pick up one female sub and will be required to play the following rules concerning the 2-female rule/s. (see #21, #22 & #23)
20. If a team has 10 players of which two or more are women, they may not pick up any subs.
21. If a team has only two women, that team must play the field with two women and only seven men. (see #22)
22. When a team has two or less women, a male player must play catcher. (see #18 if necessary)
23. In the case of lacking enough female players, all players will bat each time around the order, however the women will rotate and bat after every 3 male players.
24. If a team has only one woman and can't find another female sub, that team must play the field with one woman and only seven men. They will start every other inning with an out and bat through their players in regular fashion not moving the female batter around.
25. League Coordinator will make final decisions on forfeits and eligible substitutes.

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 tournament. Tournament Director 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 violation. If defensive conduct violation is called, the offensive team will be awarded an extra base.

LEAGUE PLAYING RULES:

- 1) Games will be governed by the Official ASA Rules, as published by ASA, with the following Shepherd Sports modifications:
- 2) Batting Order Every player must bat each time around the 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 no on field warm ups because of time limits. Teams should warm up off the field before their games and be ready to go when the game before them is over.
- 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 batter's 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) 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.
- 8) 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.
- 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. Only one courtesy runner per gender, per inning is allowed.
- 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 and turn in a written protest to the league coordinator within two days of the game.
- 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 6th inning and takes us up to heaven the score reverts to the end of the 5th inning.) No time limit will be in effect during the championship game.
 - 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 if 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.
- 22) All rules are subject to change at the discretion of the League Coordinator and Shepherd Sports staff, subject to the needs of the League.