



SOFTBALL RULES

SPIRIT OF THE GAME
COMPETITIVE PLAY IS IMPORTANT, BUT NEVER AT THE EXPENSE OF
FOLLOWING THE RULES, RESPECTING OTHER PLAYERS, RESPECTING THE
BAR/FACILITY, AND HAVING FUN!

I. GENERAL RULES

- A. **ROSTER:** Each team can have as many players as they choose.
- B. **FORFEITS:** Game time is FORFEIT Time. We encourage all players to arrive at the field 10 minutes before the game starts.

At the discretion of the Tournament Supervisor, they may add a 10 minute grace period from the game time in order to avoid a forfeit, but the game clock will start on game time.

- i. Minimum to start the game varies on format size:

Format	Minimum # of Players to Start official game (# of Females to avoid a forfeit)	Maximum number of males on the field
10 V 10 OPEN	7	N/A

- ii. Forfeits will be scored as a 10 – 0 final match score

- C. **SPORTSMANSHIP:** Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.
 - i. If a player creates unsafe playing conditions where the game cannot be continued, the violating team will be disqualified from the game and it will count as an automatic forfeit.
 - 1. **PLEASE KEEP IN MIND THAT THIS IS A SOCIAL LEAGUE INTENDED FOR FUN!**

D. RULING CHALLENGES:



- I. Team captains are allowed to challenge the call made by any official. They should approach the official who made the call and ask them to get a review from the other official. They will have to do this before the next play proceeds. The other official will then make the decision on the ruling which will be the final ruling.

II. EQUIPMENT

- Jewelry (including glasses) must be secured in place during ASSC Play. Referees or League Ambassadors may determine that jewelry can be dangerous and ask the player to remove them during or before the game. Any jewelry that is reflective or may have lights must not be worn on the wrists.
- Cleats are allowed, but not required. Metal cleats and Screw-In Cleats are BANNED from ASSC play. Anyone deemed playing with metal or screw-in cleats will be immediately disqualified from the game.
- Games will be played with Slow Pitch Softballs (core .52 300)

BATS:

- Legal bats are as defined by ASA rules. **Bats must have an ASA 2004 (or newer) stamp and not be on the banned bat list. Bats not following these rules may not be used for ASSC play.** This information can be found at http://usa.asasoftball.com/e/build_batlist_one_page.asp The first time a team comes to
- the plate and USE the illegal bat, the batter is considered out. The second time the team uses an illegal bat, the batter is out and ejected with possible league suspension.
- Each individual is responsible for using legal bats.
- ASSC and the umpires reserve the right to disallow a bat should it be thought the bat may have been doctored. If a bat is used and proven to be doctored (i.e. painted over, "corked", shaved, etc.) this will result in the immediate ejection of the person using the bat and the owner of the bat, and the owner/user may possibly be suspended for the remainder of the season or longer, as this is a safety issue. **NO REFUND WILL BE ISSUED.**

PITCHING NETS/PROTECTION FOR PITCHERS:

- If there is a pitching net available in the facility, team captains may request to use this protocol to ensure safety of players. The use of pitching nets must be approved and agreed upon by all parties involved which include: both team captains, league ambassador, umpires, and the facility manager (if available or present).
- For competitive leagues, face masks for pitchers are available.
- Pitches must be HIGH and SLOW pitch for safety!



III. FORMAT

A. FIELD SPECIFICATIONS

The field specifications may change depending on the field location and may vary slightly.

- Co-ed Line: Marked off by cones, 175 feet from home base
- All outfield players on the opposing team must stand behind the co-ed line when a female is batting

B. SCORING:

- When a run is scored it counts as one run whether a male or female player scored it.
- If the game is tied at the end of regulation during the regular season, the game is considered a draw.
- Maximum Score and Home-Run Rules:
 - A team is allowed only 10 runs maximum for the first 2 innings
 - After the first 2 innings, no maximum run rule
 - A team is only allowed 3 home-runs per game
 - Any additional home-runs will be considered an OUT

C. GAME PLAY TIME AND HALFTIME

- Each game will be 7 innings or 30 minutes, whichever comes first.
- Coin Flip to determine home team.
- 12 run mercy rule after 5 innings.
- One Pitch: Each batter gets only one pitch to put the ball into play. If the pitch is a strike and the player does not swing or misses, he is out. If the pitch is a ball and the player does not swing, he walks. If the player hits a foul ball he will have one more pitch to put the ball into play. If the second pitch is foul the player is out.
- Defense- no more than 10 players out in the field.
- Any batter attempting to bunt is out, the ball is dead and the runner(s) may not advance.
- Home run rule- Each team is allowed 3 home runs per game.
- No lead offs or stealing.
- 2 Courtesy runners per inning. Runner must be the last out. If it's a new inning the runner must be the last out from the previous inning,
- Tiebreaker- will be decided by a shoot-out: Each captain selects 3 different players who will get one pitch. For each base reached safely- the batter is credited with 1 point. If the score is still tied after 3 batters, each team sends up one batter at a time until the tie is broken. Visiting team bats first in the shoot-out.

D. TIMEOUTS

There are no timeouts in slow-pitch softball. However, each team is allowed two charged conferences per game (IE: Catcher/Fielder/any player goes up to the pitcher after the inning starts). If you request additional charged conferences, the pitcher will have to be removed from the pitching position for the entirety of the game.



IV. GAMEPLAY

FIELDING TEAM:

- The batting order must always stay the same despite any changes made on the field.
- When female batters are at the plate, fielders must follow these rules:
 - Infielders must remain on the dirt. Additionally, they must be even with or behind the baseline until the ball is put into play.
 - Baseline is defined as the
 - imaginary line between 1st and 2nd base
 - imaginary line between 2nd and 3rd base
 - Outfielders must stay behind the outfield co-ed line that is marked with cones and/or field paint, until the ball is put into play.
 - Co-ed outfield line distances vary, based on the facility. General guidelines are that this line will be 175 ft from home plate.
 - If an outfielder comes inside the line before contact is made and is in any way involved with that play, all runners will be ruled safe.
 - The maximum number of infielders is 6 (including Pitcher and Catcher). Outfielders must stay in the grass until contact is made. If an outfielder comes into the infield dirt before contact is made, and is involved in that play, all runners will be ruled safe.
 - If an infielder comes inside the baseline or goes into the outfield before contact is made and is in any way involved in the play, all runners will be ruled safe.
 - Fielding positions can be changed between players on the field while on defense, however new players may not substitute in except for:
 - A pitching change
 - The team is short fielders
 - An injury substitution

BATTING ORDER:

- **Each team must exchange batting order lineups before the game with opposing teams. This batting order lineup will be determinant of any batting order challenges.**
- If a player plays defense, then they must bat as well
- If a player is in the batting order, they must play on the field at one full inning within the first third innings. (No pure DH)
 - All late arriving players may be inserted at any time. Late arrivals must be inserted into the bottom of the batting order, or as close to the bottom to ensure gender rules apply.

BATTING OUT OF ORDER:



- The opposing team must make the umpire aware of “batting out of order” before a pitch is thrown to the next batter. If it is not, then the incorrect batter will stay on base.

HOME-RUN AND GROUND RULE DOUBLES

- Each team will be allowed 3 home runs per game for all leagues. Any ball hit over the fence after the 3rd HR will be declared an out.
- After hitting a homerun over the fence, the batter has to run and touch first base only, but does not have to touch any other base unless they choose to do so.
 - **All runners on base at the time of the homerun have to circle the bases and touch home plate**
- The umpire will declare the home-run boundary before each game on fields without a fence.
 - If the ball goes over the determined boundary in the air, it will be declared a home-run by the umpire
 - If the ball goes beyond the determined boundary after a bounce without contact by a fielder, players may raise both arms in the air (at the moment of it crossing the boundary) and it will be ruled a ground rule double.

INFIELD FLY

- Infield fly is in effect with less than 2 outs and runners on first and second base or bases loaded.
- Any fly ball hit in or near the infield will result in an automatic out, if the ball is fair.
- Runners may advance at their own risk.

COURTESY/PINCH RUNNERS

- Courtesy runners are limited to INJURED Players ONLY. If you hit you must run. If a player needs an injury substitute, it must be the last out and same gender. Teams are limited to just one courtesy runner per gender (1 male and 1 female) per inning. The player using courtesy runner MUST be injured, and teams abusing this rule may be penalized with an automatic out.

SLIDING

- Sliding head first is NOT allowed into the Home Plate.
- For everyone’s safety when sliding, cleats need to be faced down.

OTHER RULINGS



- Any ruling that is not covered in this rulebook will default to the USA Softball Rulebook.

V. PLAYOFFS

A. SCORING AND GAMEPLAY

- In the event of a tie during the playoffs, there will be extra innings until a winner is determined.

B. SEEDING

Seeding will be decided after the pool play rounds. All teams will qualify for the elimination rounds.

