

MARION PARKS & REC COED SOFTBALL RULES

Games are played with modified USSSA and ASA Rules except when in conflict with one of the following rules. Ignorance of the rules is not an acceptable excuse.

TEAMS AND PLAYERS:

- A. A team must have 9 players to begin a game or end a game or forfeit will be called. If playing with an odd number of players, you must take an automatic out for the missing batter in your line-up.
- B. A roster must be filed in the REC Office. A roster can have up to 18 players. ROSTERS CANNOT BE CHANGED AFTER THE FIRST GAME. A player may not be on more than one roster.
- C. Players must be 16 years of age, or older, to participate. This rule will be strictly enforced.
- D. Team rosters and fees must be turned in by September 5, 2018, in order to participate.
- E. Teams will be required to provide umpires for other games during the season. Teams will be given an umpire schedule along with the game schedule. Failure to provide an umpire when scheduled will result in a forfeit for the next scheduled game.

PLAYER CONDUCT:

- A. No protests are allowed. All players and team managers must be careful of their conduct. Inappropriate conduct will result in removal of the player, or team, from the league. Do not embarrass yourself, team members, family, or sponsors. THIS IS FUN!!!
- B. No smoking in dugouts.
- C. NO ALCOHOLIC BEVERAGES allowed.
- D. No profanity allowed.
- E. All players, except the batter and the batter on deck, must remain in the dugout. You may have one coach on first and one on third. Only eligible team members are allowed in the dugout or the bench. CHILDREN SHOULD NOT BE IN THE DUGOUT FOR THEIR OWN SAFETY!
- F. Full backing (intentionally lowering a shoulder into a fielder) is not allowed. If in the judgment of the umpire a runner is full backing, the runner is automatically out and will be ejected from the game.
- G. No faking a tag on a runner by the defense.

THE GAME:

- A. First team listed is the home team. Home team is responsible for keeping the book. Book is furnished by the REC Dept. Please turn in at the end of play.
- B. Lineups should be ready 10 minutes before game time.
- C. Game time is forfeit time.
- D. There will be a 60-minute time limit. No new inning will begin after 55 minutes from the start of the game. Start time shall be recorded in the scorebook. A regulation game will consist of 7 innings or when time has expired.
- E. If the game is tied after 7 innings, the game will go into extra innings until one team has scored more runs than the other team at the conclusion of the inning.
- F. Batter starts with a 1 ball/1 strike count. "Courtesy foul" is in effect. This is if you have two strikes, you get one foul ball. If you foul again, you are out.
- G. RUN RULE: 20 runs after 3 innings; 15 runs after 5 innings.
- H. Pitching needs to be a minimum of 6 feet and a maximum of 10 feet in height. Pitching distances will be 50 feet. The pitcher must take a position with both feet firmly on the ground and one or both feet in contact with the pitcher's plate.
- I. A strike mat will be used. If the ball touches any part of the mat, it is a strike. The plate is not a strike.

- J. A balanced lineup of men and women must be used. A team may insert two additional hitters into its lineup for a total of 12 players in a lineup. The batting order must remain the same and the extra hitters must be marked accordingly on the lineup. If you start with 12 batters in a lineup, you must finish the game with 12.
- K. Players can be substituted for and then re-entered into a game only once, according to ASA rules. The player has to be placed in the same batting position when they re-enter the game. If a player re-enters the game twice, or in another batting position, they are disqualified. A player can come out of the game during any dead ball. If a player is injured, it is considered a dead ball situation.
- L. INJURY SUBSTITUTION: In an injury situation, if the team does not have a player that has not been in the game, a player who is not in the game may re-enter for the injured player and bat in the injured player's lineup spot. Injury time is added to the game.
- M. The pitcher-catcher combinations must contain one man and one woman. The infield and outfield must be balanced (2 men; 2 women).
- N. Male and female players must alternate in the batting order. If playing with 9, the odd batter must be at the end of the lineup with an automatic out in the missing position.
- O. If a male batter walks, he is awarded two bases and the following female batter may choose to hit or walk to first.

EQUIPMENT:

- A. Shoes must be worn. METAL CLEATS ARE PROHIBITED and if used on the field, player will be ejected.
- B. Shirts must be worn by players.
- C. Masks for catchers are optional, but are recommended.
- D. Teams must provide both 11-inch and 12-inch softballs for every game. Teams will use any Classic M (12"), Classic W (11"), or Classic Plus balls, only.
- E. USSSA stamped bats and ASA bats are allowed. Any bat that is on the ASA non-approved bat list will be considered an illegal bat. The diameter of a slow-pitch softball bat cannot exceed 2 ¼ inches at its widest point. No Ultra's or Senior League Bats. Use of an illegal bat will result in immediate forfeiture of the game in progress. Player(s) using the bat will be suspended for that night and an additional night of play. Players have the primary responsibility to determine that the bat they use is legal. You may get the list from: http://softball.org/about/certified_equipment.asp