

Adult COED Softball Rules

Roster

- Maximum roster size is 14 players. There must be 3 females playing at all times.
 - **If a team only has two female players for a game then in order to avoid a forfeit the team must play a man down in the field and when the 3rd female batters spot comes up, it will count as one out.**
- Minimum of 7 players is needed to start a game. Otherwise it will be a forfeit.
- Drop in players are allowed for \$10 per game
 - **Drop Ins are not allowed for playoff games.**

Batting

- All players on a roster will bat.
- Teams CANNOT bat 3 male batter in a row. If 2 male batters bat back to back then the next batter must be female.
 - If a team with more than 9 players rostered, but only 3 of them are females then the last female batter who got out can bat again to maintain the 2 male, 1 female order. (For example, a team that has 12 players and chooses to bat their 3 females 3rd, 6th, and 9th, would use the last female to get out to bat in the 12th position.)
- Every batter starts with a 1-1 count.
 - 4 pitched balls equals a Walk. 3 pitched strikes equals a Strikeout.
 - If a male batter is walked and a female batter is next to bat then the male batter automatically goes to second base. **(THE ONLY EXCEPTION IS IF EVERY BASE IS OCCUPIED AT THE TIME OF THE WALK. THEN THE BATTER ONLY GETS 1ST BASE).**
- There is NO hit by pitch. If a pitch hits a batter then it is ruled a ball. It is slow pitch so there is time to move out of the way.
- 3 foul tips and the batter is out.
- Softball bats ONLY! No baseball bats will be allowed. Wood and Metal bats are allowed.
- **Batting to Fielding Change Over** - a team changes from batting to fielding after one of the following occurs 1) 3 outs or 2) 6 runs have been scored in one half inning.

Pitching/Fielding

- SLOW PITCH ONLY!
- Pitches must have between a 6' to 12' arch.
- Only 9 players on the field at one time.
 - Subs are allowed while on defense in the field.

Baserunning

- Stealing is **NOT** allowed.
- Players **CANNOT** lead off the base. Runners must stay on the base until the ball crosses home plate.
- **Tagging Up (Fly Balls)** – runner has to either return to base or stay on base until ball is either touched by a fielder or lands in fair territory.
- **Overthrows** – runners are only allowed to advance one extra base on any overthrow!
- Pinch Runners are allowed if a medical certificate is shown and OK'd by the League Director.

General Game Rules

- All games are 7 innings or one hour long. Whichever comes first,
 - Home team will be given opportunity to bat if stoppage takes place at the top half of the inning, unless the home team is already leading.
- Forfeit score will be 10-0.
- Mercy Rule – Games will be called if a team is leading by 11 runs after 5 innings or 15 runs after 4 innings.
- Playoffs are single elimination.
- **If unsportsmanlike behavior or consistent arguing, belittling, or foul language is used towards the Umpire or the other team then a warning will be issued to the player or team. A second warning will result in ejection from the facility. An ejection results in the player being suspended from the facility for one week. ALL SUSPENSIONS will be handled by the League Director after assessing what occurred.**