



## CO-ED SOFTBALL RULES AND REGULATIONS

### **Field of Play**

The field of play will be a regulation softball field. The bases will be approximately 60 feet apart.

### **Regulation Game**

All games will last a total of seven innings or fifty minutes, whichever comes first. A game is considered "official" after 4 full innings are completed, or 3.5 innings if the home team is leading. If at the end of fifty minutes the game is still not finished, the final score will be taken from the bottom of the last completed inning. Any games that end in a tie will result in a tie. There will be no overtime during regular season games, only during the playoffs. The home team will start the game in the field. Before the game starts, each team must exchange line-up cards with the opposing team.

### **Overtime**

Overtime will only be in effect for the playoffs. If at the end of 7 innings or 50 minutes, each team has a tied score, the game will go into overtime. During overtime, the visiting team will start at bat with the home team in the field. Each batter will only receive one pitch. If the pitch is a ball, the batter walks, if it's a strike and the batter doesn't swing, the batter is out. If the batter fouls the ball, then they are out. This will keep the game moving quickly so we can finish within the allotted time limit. We will continue to play inning by inning until one team has taken the lead in the bottom of an inning.

### **Playoffs**

The playoffs will begin the week following the last game of the season. Playoffs are single elimination. The number of teams that advance to the playoffs will be determined by the number of teams that signs up for softball. Silver Spring Social Sports will announce how many teams will make it to the playoffs once signups are complete. The teams that will advance to the playoffs will be determined by the team record in head to head competition and strength of schedule. If one or more teams are still tied after this, we will use the point system to determine which team advances to the playoffs.

### **Eligibility**

All players must be at least 21 years of age to compete in any Silver Spring Social Sport. Players must also be on a team roster, signed and completed a waiver and registration form and paid in full. All team members must be wearing their current Silver Spring Social Sports jersey or they will not be permitted to play. Players are not allowed to swap jerseys with other players. Teams have until the 3<sup>rd</sup> week to make changes to their roster. Any team wishing to add a player during this period must first drop a player from their roster. The captain will be responsible for obtaining the dropped players jersey to give to the added player. The added

player must notify MOCO Social Sports and sign a registration form and waiver. Silver Spring Social Sports will not order additional jerseys after the final sign-up date has passed.

### **Substitutions**

In the event that a team does not have enough players to form a team, they may substitute players from another team only after being given permission by the opposing team's captain. Any player subbing for another team must be a current member for that sport.

In the case of a season ending injury to a player, a team captain may choose to replace the injured player for the season or they can keep that player on the roster.

The injury sub player must play in at least 1 regular season game to be eligible to participate in the playoffs. If an injury happens during the last regular season game; the captain may not find a replacement player for the playoffs. It is the captain's duty to have enough players on the team if this should happen. Injuries will be handled on a case by case basis.

### **Weather**

In the case of inclement weather, Silver Spring Social Sports will do their best to cancel the games with as much notice as possible. In the case that a game must be cancelled during play, the following rules will apply:

1. If four or more full innings are complete, the game will be considered a full game and the score will be taken from the bottom of the last completed inning that was played.
2. If four full innings have not been played, we will cancel the game, and if schedule permits, we will reschedule it and start 0-0 in the top of the first inning. If the game ends in the bottom of the fourth inning and the home team is ahead, this will be considered a completed game and the score will count.
3. If you suspect that a game will be canceled due to weather, please go to our website for updated information.

### **Softball Equipment**

Silver Spring Social Sports will provide the bases, balls, catcher's mask and umpire. Teams need to bring their own bats and gloves. All bats must be on the ASA approved list in order to be used in the game.

### **Forfeiting**

If a team knows in advance that they will not have the minimum number of players in order to field a team for their game, please notify Silver Spring Social Sports so we can notify the other team. Any team may be assessed a forfeit or loss by default for unsportsmanlike conduct. If neither team shows for a game, both will be charged a forfeit. In order to win the game by forfeit, the team with players there has to have the minimum number of players present, according to the rules and regulations.

### **Umpires**

All games will be officiated with one umpire who will stand behind home plate. All umpires will be provided by Silver Spring Social Sports. **All umpires decisions are final!** Any questions regarding the umpire's judgment or calls must be made to the umpire by the team captain. Only the team captain may approach the umpire with questions or concerns, however, all previous calls made will still stand.

## **Teams**

Each team must be comprised of at least 12 players with no maximum number of players. During play, 10 players play at time. 6 men and 4 women play on the field. Teams may start with 8 players, but 3 must be women. A maximum of 6 men may play on the field. There is no maximum number of women that can be on the field at a time. Teams must have at least 3 women playing to start and continue a game. Teams playing with 3 women must take an automatic out in the batting order in the spot where the 4th woman would bat.

If a team has more women than men, they can substitute women in place of the men in the batting order. All players must remain in the same batting order for the entire game. Any late arriving players must be placed at the bottom of the batting order and must notify the opposing team of this change. Players may switch positions in the field at any time without notifying the umpire or opposing team.

A maximum of 12 players per inning will be allowed to be in the batting line-up. This includes the wrap around from the bottom to the top of the order. The batting lineup must rotate a female "at bat" after every two males "at bat." This will be called a 2-1 batting order, two males, one female, etc. If at any point a team does not have the minimum of eight players or the minimum number of females to field a team, they must get permission from the opposing teams captain to play with the players they have or to substitute players from another team or else they must forfeit.

A team is allowed to have one player re-enter the game once removed from the batting order unless coming in for an injured player.

## **Pitching**

This is a slow pitch softball league. All balls must be pitched underhand and in an arc that is at least eight feet off the ground, but no more than 12 feet. All batters will start with a 1-1 count, one ball and one strike. The pitcher must keep one foot on the pitching mound at all times during the pitch.

## **Catcher/Catching**

The catcher must stay behind home plate at all times until the ball is hit. If at any time the catcher interferes with the opposing players bat, that pitch will automatically be called as a "ball."

## **Bunting**

No bunting is allowed. All players must swing in an attempt to hit the ball. There will be cone markers which will make up an imaginary line in which the outfielders must remain behind, during female "at bats," until the ball is hit. If an outfielder is seen by the referee playing in front of the line marked by the cones, the batter that is up will automatically have the option to take a walk. After a player has hit the ball or taken a walk, please do not throw the bat. If a bat is thrown, that team will only be given one warning. If it happens a second time, the person throwing the bat will automatically be called out.

## **Base Running**

All bases will be a standard sixty feet apart. While on the bases, players may not lead off or steal a base. Neither is permitted. If either leading off or stealing is done, that player will be called out. Players on the bases must wait until the ball is hit before leaving the base. In a situation where a ball is hit by the opposing team and it is a fly ball, which is caught, base runners must tag-up on base before trying to steal a base. While players are on base or in between bases and there is an overthrow, players may automatically advance one base. Fielders may not block in anyway a base runners attempt at running to or tagging a base. If at any point the referee feels a player has done so, the base runner will automatically advance one base. If the base that player is advancing to, is occupied, the player or players in front of them will advance as well. If a runner is making an attempt to steal home base, they may not run back to 3<sup>rd</sup> base once they are  $\frac{3}{4}$  of the way to home base. This will be called the "3 quarter mark" and will be marked on the field.

## **Overthrown Ball Limits**

Any ball that is thrown and goes beyond the home or visiting team's dugout, where there is no fence, will be considered an overthrown ball. If there is a fence lining the field, and the ball is thrown over, it will be considered an overthrown ball and players will advance one base.

## **Balls**

A ball will be called for the following:

1. The pitcher throws a ball that does not cross the plate in the strike zone
2. The pitcher throws a ball that does not arc at least 8 feet above the ground
3. The pitcher throws a ball that has an arc greater than 12 feet high
4. The pitcher throws a ball that does not cross over the plate
5. The catcher in any way interferes with the batters attempt at hitting the ball
6. Four balls will be considered a walk and the batter will automatically advance to first base.

**If a batter is hit by a pitch, they will automatically advance to 1<sup>st</sup> base.**

## **Strikes**

A strike will be called for the following:

1. The pitcher throws a ball that crosses over the plate and is between the batter's shoulders and knees
2. The batter swings at the ball and misses
3. The batter hits a ball into foul territory
4. The batter starts to swing and the bat crosses over home plate

## **Foul Balls**

A foul ball will be called for the following:

1. A ball is hit out of bounds. (If an opposing player catches the ball out of bounds, it is an "out.")
2. A ball that is hit by the batter, but travels behind the batter and/or catcher and is not caught
3. Any ground ball that goes out of bounds before 1<sup>st</sup> or 3<sup>rd</sup> base that has not been touched by an opposing player

## **Outs**

An out will be called for the following:

1. A batter having three fouls or three strikes
2. Any ball that is hit and caught by the opposing team, whether in-bounds or out of bounds
3. A base runner that is tagged by an opposing player with the ball
4. When a player is forced to advance to a base and the base in which they are advancing is tagged by a player in possession of the ball
5. Leading off or stealing a base before the ball is hit
6. A batter with two strikes is allowed one foul ball. Two fouls with two strikes, the batter is out.
7. Batting out of your teams original batting line-up
8. On a play at first base, when the base runner going from home to first does not run to the outside (safety) base when there is the potential of the defense making a play at first base when a safety base is present.
9. A base runner goes outside of the base line.
10. A base runner deliberately runs into a defensive fielder while the fielder is going for a ball in the base path.
11. Any non-defensive fielder yelling "I got it" or doing something similar in an effort to confuse a fielder.

## **Gender Walks**

A gender walk will only be in effect if the team at bat has two outs. For this rule, if there are 2 outs and a male batter is walked, if the following batter is a female, she will have the option to bat or take the walk. All players on base will make the appropriate advancement.

## **Batting Line-Up**

All team members present for a game must be in the batting lineup. Any late arriving players must be added to the bottom of the lineup in the order of their arrival. Players must bat in their original order for the entire game, unless substitutions are made and the other team is notified. If a team is caught batting out of order, they will be penalized and the player at bat will be called out. The team must then return to the correct batting line-up.

## **Home Runs**

In the event that teams are playing on a field with a fence, there will be a three "over the fence" home run limit. Teams will only be allowed to hit three home runs over the fence. After that, any ball hit over the fence will be called as an "out".

## **In-Field Fly**

In the case where there are two or more players on base and there are two outs, the batter will be called out if the ball is hit in the air but does not leave the in-field. The rule is put in place for safety reasons so that runners or players are not injured in the attempt to make a play.

## **Pinch Runner**

Injured players may substitute a pinch runner after advancing to 1<sup>st</sup> base. The substituted runner must be the last player, of the same gender, called out in the preceding inning.

## Mercy Rule

There will be a maximum of 10 runs scored per inning regardless of the number of outs. If any team has the 10<sup>th</sup> run cross the plate in one inning, play will stop and the opposing team will take the field. Also, starting in the bottom of the 5<sup>th</sup> inning, if either team takes a 10 or more point lead in the bottom of any inning, the game will end.

## Behavior

We are all here to have fun, so we expect people to treat softball as a social sport. We do realize some teams are more competitive than others and that some light-hearted trash talking will happen. Fighting and excessive use of obscene language may result in suspension or ejection from the league. The official reserves the right to eject players from the game for any of the above reasons. In the instance that a player is ejected, it will automatically be reported to the league coordinators, who will decide if any further actions need to be taken. Any ejected players must leave the field of play immediately and will not be allowed to play in the following game. If the following game is during the playoffs, the team member must sit out the first game of the playoffs.

## Tie-breaking Procedures

Ties in the standings will be broken in this order:

1. Head to head
2. Overall point differential PF-Pa
3. Common games point differential
4. Coin toss

If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, we will go on to the next tie breaker which is the overall point differential and continue down the above procedure order until we have found a winner.

## Official softballs

1. Men's Slow Pitch - Red Stitch 12 inch ball - A.S.A. Logo, White
2. Women's Slow Pitch - The Red Stitch 11 inch ball - A.S.A. Logo, Optic Yellow

**\*Silver Spring Social Sports reserves the right to make changes to the rule book at anytime without prior warning\***

Silver Spring Social Sports looks forward to a fun and exciting season of softball!