The Game, Players and Equipment

1. Each Men’s and Women’s team will consist of ten players. Each team must have a minimum of nine players present at game time to begin a game. Each Co-Rec team will consist of ten players (five men and five women). Each Co-Rec team must have a minimum of nine players present to begin a game (five men and four women or five women and four men).

2. Each team is advised to bring their own gloves and bats; however, some of these items will be available for checkout. All bats must be official softball bats. Any bats not approved for play by ASA or USSSA will not be permitted.

Game Factors, Time and Length

1. Each game will consist of either seven innings or 50 minutes (whichever occurs first). No new inning will begin once the 50-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.

2. Mercy rule: If a team is ahead by 20 runs after three complete innings (two and a half if the home team is ahead), 15 runs after four complete innings (three and a half if the home team is ahead), or ten runs after five innings (four and a half if the home team is ahead), then the game will be considered complete. This rule will apply to all championship games.

3. Extra Innings: If the score remains tied at the end of regulation play, extra innings will be played to determine a winner. To begin each extra inning, the team at-bat will begin with a runner on second base. This runner will be who completed the last at-bat in the previous inning.

4. Substitutions: A substitute may enter the game in place of a starter. This substitute will bat in the same spot in the lineup as did the starter he or she is replacing. All starters are eligible to return once in their same spot in the lineup. Once a substitute comes out of the game, he or she is no longer eligible to return again. There will be no courtesy pinch runners at any time.

Ground Rules

1. Restraining lines will be charked and used as boundary lines for overthrows, foul balls, etc.:

   a. Any ball that is overthrown, from any position on the field, and crosses over this line is declared a dead ball and results in the runner(s) being allowed to advance one base beyond the base the runner(s) occupied at the point of the throw. A runner is considered to
occupy a base when he or she reaches and tags the given base

b. A legal catch of a fly ball outside of this line can be made if the fielder keeps both feet within the restraining lines

c. A fair ball untouched by a defensive fielder that carries over the restraining line becomes dead, resulting in the runner(s) being allowed to advance one base beyond the base the runner(s) occupied at the point of the throw. A runner is considered to occupy a base when he or she reaches and tags the given base

rules of play

1. Each batter will assume a one-ball/one-strike count at the start of every at-bat. The batter will walk when the count has a total of four balls. The batter will strike out after three strikes. If a batter has two strikes, and hits a foul ball, then he/she will be allowed one more (courtesy foul). A strike or another foul ball after the courtesy foul will result in the batter being declared out.

2. The strike zone is defined as a legally pitched ball that crosses the plate between the front shoulder and back knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter’s box will not alter the location of the strike zone. Any pitch that makes direct contact with home plate will be ruled a ball.

3. Bunting, chopping the ball downward, stealing and leading-off base are not permitted.

4. Pitching: The pitcher will keep one foot in contact with the pitcher’s plate until the ball is released. After assuming the pitching position, the pitcher must present the ball in front of his or her body for at least one second before starting the delivery motion:
   a. The pitch must be thrown at a moderate speed and must arc at least three feet after leaving the pitcher’s hand and no more than ten feet above the ground. The umpire will judge the heights of the arc. Any pitch that does not meet these requirements will be ruled a ball. Note: It will be at the hitter’s discretion whether or not to swing at a pitch. Pitches that are swung at and/or hit will not be subject to this rule.

5. A runner will be declared out when:
   a. Running more than three feet out of the base path to avoid being tagged;
   b. touched by a fielder who has possession of the ball while not on a base;
   c. in a force-out situation, the fielder contacts the base before the runner reaches it;
   d. Passing another runner that has not already been called out;
   e. Leaving a base before a fly ball has been touched by a fielder or dropped.
to the ground, provided the play is properly appealed by the defense;
f. Interfering with a defensive player’s effort to field a ball or attain proper position;
g. Struck by a fair, untouched, batted ball if not on a base;
h. Intentionally crashing into a fielder or intentionally failing to avoid being hit with a thrown ball;
i. Leaving a base before a pitch is hit; or
j. Sliding head first or cleats-up into a base.

6. A runner will not be declared out when:
a. Defensive obstruction occurs or
b. When sliding into a base safely, the base is dislodged from its proper position.

**Batting Order**

1. Each team’s lineup must be given to the manager and/or umpires assigned to each game before it begins.
2. If a team is found to be batting out of order
   a. While the incorrect player is still batting: the correct player must enter and assume the current ball/strike count;
   b. After the incorrect player has batted and before the next pitch is thrown: the batter will be declared out, and any advancing base runners must return; or
   c. After the incorrect player has batted and after the next pitch is thrown: the at-bat stands.
3. Any team who begins a game with nine players may add the tenth player at the bottom of their lineup, regardless of when the player shows up and signs in to play.

4. An eleventh batter (extra hitter) may be used in Men’s and Women’s play. This person MUST be present at the beginning of the game. Extra hitters cannot be added once the game has begun.

**Additional Co-Rec Rules**

1. Teams must alternate males and females in the batting order. If a team bats nine players, an out will be recorded in the lineup when two males or females bat consecutively. Note: The difference between the number of males and females may not exceed one.
2. Co-Rec teams may use extra hitters but must have one male and one female (12 batters in their lineup). Co-Rec teams may not bat with 11 hitters in their lineup.
3. Position requirements are as follows:
   a. The pitcher and catcher must be of opposite sexes
   b. The infield and outfield must each have two males and two females
4. If a team walks a male batter, that male batter is automatically awarded second base. The next batter, a female, has the option to automatically walk or hit. The female must make this decision before the next legal pitch is thrown. Regardless of the female’s decision, the male who walked will be awarded second base.