



2020 ADULT COED SLOW PITCH SOFTBALL RULES

USA Softball rules govern play unless noted below.

Madison County Recreation Department Reserves the right to amend rules at any time. Rules last updated 07/2020.

Madison County Recreation Department code of conduct applies to all players and fans. Please visit www.madcorec.com for the code of conduct.

Section I: Rosters and Player Eligibility

- 1) Rosters must have a minimum of 10 players and are limited to a maximum of 20.
- 2) Rosters are due at the manager's meeting.
- 3) After rosters are turned in, additions and deletions to/from roster must be approved by the league coordinator.
- 4) Additions/deletions must be submitted and approved by end of day Friday in order for additions to be eligible to play the following Monday.
- 5) The drop/add deadline for rosters is October 16th, 2020 (Friday following the 3rd game of season). Rosters after this date are set for the remainder of the season.
- 6) Players must be 18 years old to play. 17 year olds can be on the roster, but will only be eligible to play on or after their 18th birthday. To be eligible for any GRPA tournaments, players must be 18 as of September 1, 2020. 17 year olds must be on your roster before the drop/add deadline.
- 7) Players may only play on one adult softball team per season.

Section II: Team Structure

- 1) Teams consist of 10 players. There shall never be more males playing than females, either defensively or on the batting line up. Pitcher and catcher must consist of at least one female. Infielders must consist of at least 2 females. Outfielders must consist of at least 2 females.
- 2) Teams are allowed to start with 8 players and must maintain at least 8 players to continue a game without forfeiting. Playing with 8 defensive players, the missing two positions must be outfielders with at least one of the existing outfielders being female.
- 3) If starting a game with 8 players, the vacant positions must be listed as 9th and 10th on the batting order and anyone arriving before the end of the game will be placed in the vacant positions. If starting the game with 8 players, a female must arrive before a male can join to ensure there is never more males playing than females. No outs will be called when the vacant positions are reached in this situation. If starting with 8 players, teams are only allowed to add an additional 2 players to the line-up to reach the standard 10 number of players.
- 4) Teams may have up to two Extra Players, one male and one female. Teams opting to use Extra Players must start the game with 11 or 12 hitters and maintain that same number of players. Teams cannot add Extra Players once the game has started. Teams starting with 11 players still must ensure that there are not more males playing than females.
- 5) If a team reduces the number of hitters in the course of a game without being able to substitute appropriately, an out will be called when the vacant position is reached in the line-up. Teams must maintain at least 8 players or they will have to forfeit.

Section III: Batting

- 1) Two males may never hit back-to-back on the batting line up. This includes the first and last positions on the line up.
- 2) Homerun Rule: teams are allowed two over-the-fence homeruns per game. Any over-the-fence homerun in excess of two will be called an out.

- 3) Teams who hit foul balls and homerun balls are responsible for retrieving them.
- 4) Males who are walked (intentionally or not) are awarded second base. The following female at bat has the option of hitting or taking first base.
- 5) Batters incur a 1 ball, 1 strike count stepping into the batter's box. Fouls count as strikes. When a batter has two strikes, they are given a courtesy foul but are called out on the subsequent foul.
- 6) Batting line ups must be turned in to the scorekeeper 10 minutes prior to the start of the game. Team managers should print blank line up sheets from MCRD's adult softball page on www.madcorec.com and fill them out completely.
- 7) No bunting or slap hitting.
- 8) Slung/flipped bats will incur a team warning on the first offense. On the second offense by the team, the offending batter will be called out. If the same player violates this rule twice, they will be called out and ejected for unsportsmanlike conduct.

Section IV: Running

- 1) Courtesy runners are only allowed for injured players who reach base safely and must be the previous player of the same gender who was called out last. Only one courtesy runner allowed per inning or the second player in need of a courtesy runner will be called out.
- 2) No stealing, no lead-offs.

Section V: Substitutes

- 1) Substitutes are allowed. Team managers must notify umpire and score keepers of the substitution when the substitution occurs (as the batter is approaching the plate or as the player is taking the field for the first time).
- 2) Once a player is substituted for, they may not reenter the game. Each position in the batting line up can only be substituted for once per game.
- 3) Substitutes must be listed as such on the line up provided to the score keeper.

Section VI: Grace Period for Not Enough Players

- 1) If the minimum number of players aren't present at the start time of the game, a grace period will be applied. There will be a 5 minute grace period from the scheduled start time of the first game of the night. For the second game and any following games, a 5 minute grace period will start at the end of the previous game.
- 2) To be considered "present", a player must be in sight of the home plate umpire, on foot, and making progress towards the field.
- 3) Failure to have 8 players present after the 5 minute grace period will constitute a forfeit for that team.

Section VII: Game Format

- 1) Games are 7 innings or 1 hour, whichever is first. No new innings will begin after the 55th minute.
- 2) A game is considered complete if a team leads by 20 after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings (or any subsequent inning thereafter).
- 3) Games tied after regulation time will remain tied without extra innings or time added. In the case of weather, 4 complete innings will be considered an official game.
- 4) If a full 4 innings aren't complete at the time of calling the game, the game will be resumed at the exact point of which it was called, at a later date.
- 5) Forfeits are recorded as 7-0 losses. Teams with 3 forfeits in a season will be removed from the league without refund.

Section VIII: Fielding

- 1) Infielders must position themselves on the infield dirt prior to the ball being hit (in front of the outfield grass, but behind the infield grass).
- 2) Outfielders must be positioned behind a marked 200' arc, measured from home plate.

- 3) If an infielder or outfielder is out of position, any baserunners on base before the play started and the hitter will advance one base each if they haven't done so safely already.
- 4) No fake tags.

Section IX: Equipment

- 1) The 12" slow pitch softball will be used in games. Balls will have a COR of .44 and a maximum compression of 375.
- 2) Bat regulations will be governed by USA Softball. Visit www.usasoftball.com for a list of approved and non-approved bats. Umpires will check bats prior to the start of each game. Non-approved bats must be placed in a vehicle. Teams will receive a warning for an illegal bat if the bat has not been brought into the batter's box. If a batter enters the batter's box, that player will be ejected from the game and an out called.
- 3) Tennis/athletic shoes must be worn. Plastic/rubber molded cleats are allowed, but no metal spikes are allowed.
- 4) Players must wear a team shirt that's the same color and have 3" tall, nonrepeating numbers. Numbers must contrast the shirt color. Teams are given an allowance of one player per game who does not follow this rule, but said player must be indicated on the line-up when it's turned in prior to the start of the game and identified by the team manager to the scorekeeper. This player should still attempt to wear the same color shirt as the rest of the team.

Section X: Player Conduct

- 1) Player ejections will be effective for the remainder of the game and for the team's next game. Two ejections in a season will be grounds for removal of the remainder of the program.
- 2) Participants under the influence of drugs or alcohol will be ejected and suspended for the remainder of the program.
- 3) Participants or spectators inflicting bodily harm, attempting bodily harm, or threatening bodily harm, against an umpire, staff member, opposing team member, or anyone else will be ejected and suspended for the remainder of the program. Law enforcement will be called and criminal charges filed.
- 4) Madison County Recreation Department Code of Conduct applies.