



OFFICIAL RULE BOOK

SOFTBALL

Revised - July 2016

www.PlayMoreSJ.com

1. EQUIPMENT AND FIELD

- I. Every bat used in a PlayMore league must be approved by a PlayMore official. All bats must pass a compression test and have one of two ASA stamps on them (see below). PlayMore holds a “bat testing day” at all softball captains meetings. Each passing bat will receive a unique sticker that will be valid for that particular season. If players cannot bring their bats to the meeting, we will be testing bats at our office. A bat is only deemed legal to be used in PlayMore leagues if it has both the current season PlayMore approval sticker and one of two ASA stamps (see below). If a bat does not have a current PlayMore season sticker on it, or if it does have a PlayMore current season sticker but no approved ASA stamp, it cannot be used in a PlayMore league. No bats with ASA stickers will be approved, all ASA logos must be stamped onto the bat. PlayMore also grants the power to allow the umpire to rule a bat ineligible if it does not have both the current PlayMore season approval sticker and one of the two approved ASA stamps. If any player attempts to use a bat in a live game that does not meet the above requirements, that player’s team will forfeit the game immediately. The player will also be suspended for the following game and subject to further review.

APPOVED ASA BAT STAMPS



- II. Each team will receive a game ball for each game played at the beginning of the season. If your team advances to the playoffs, PlayMore will provide balls for those games as well
- III. Each team will receive shirts for every rostered player. These shirts are not mandatory, but it is asked for all teams to be uniformed.
- IV. Metal spikes are not allowed. For the safety of all PlayMore players anyone found wearing metal spikes will be required to change into approved footwear.

- V. Cones will be placed 100 feet behind first base and third base. These cones act as a starting and ending point of an imaginary arch following the infield dirt with the center of the arch 100 feet behind second base. Outfielders are not permitted to play in front of this arch when a female is at bat. When contact is made, players are free to move passed cones.
- VI. All Fields will play with ASA dimensions. 65 feet between bases. 50 feet from pitching rubber to home plate.

2. SOCIAL LEAGUE CONDUCT POLICY

- I. In the spirit of what the Sunday Funday League is about all players must be aware that no hostility or negativity of any kind will be allowed towards umpires or other players. With that thought in mind, the following applies to both teams and players:
 - a. If a team acts out in any kind of aggressive, negative, or hostile manner - towards another player or PlayMore official - the team/player will be given an official warning.
 - b. If the team continues the behavior and ignores the warning, the team will be reported to the league office. If this is to occur, the official will stop the game to notify the captain at home plate that this will be taking place.
 - c. **Any team that is reported twice to the office during the season will not be allowed to register for a Social league in any sport the following season.**
 - d. Any player that is ejected from a game will also be reported to the league office as well. **If a player is ejected from two games during the course of a season, they will not be allowed to play any social league the following season.** Any subsequent objections will be reviewed by the league.

3. UMPIRE/REFEREE FEES

- I. Interactions:
 - a. Social League - The league you have signed up for is a **Social** League. At no point may a player or captain argue in game calls or balls and strikes. If you would like to politely ask an umpire about a rule clarification, you are more than welcome to do so as we want our officials to be engaged in fun

conversation with our players. There will be zero tolerance for any hostility or aggressive behavior towards an official.

- b. Competitive League - Any calls made by the umpire that are contested on the field may only be done so by the captain (it is expected that captains carry themselves respectably when doing so). No other player may enter into a dispute with the umpire. Any player violating this rule will nullify the dispute, and further argument will cease.

- II. If there are questions that arise regarding a league rule, captains must refer to their “League Rules” for clarification. If the issue is not a league rule, then the umpire has the final say.

4. GAME PLAY RULES

- I. PlayMore uses the Amateur Softball Association (ASA) as a governing body as its rules with the following either highlighted or changed.
- II. Game will be played 10 vs 10.
- III. All games are scheduled to play 7 innings. All games are scheduled to run 90 minutes. Therefore, there is a time rule in place that can be enforced at the umpire’s discretion. The time rule is that a new inning cannot begin once the 80 minute mark has been reached.
- IV. If the game is not completed, (as long as four innings are completed), we will revert back to the last completed inning for a final score.
- V. Social League - At the umpire’s discretion, if the 60 minute mark has been reached and the 5th inning has not begun, the umpire can move the count to 1-1 for each batter for the remainder of the game.
- VI. Weeknight softball is played starting at a 1-1 count.
- VII. Weekend softball is played starting at a 0-0 count.

Coed Rules

- VIII. Each team must have the minimum amount of players of each gender (required for the specific league the team has registered for) on the field at all times.
- IX. The minimum amount of players of each gender (required for the specific league the team has registered for) must be batted within the 10th spot of the lineup.

If a team has more than the minimum amount of players of either gender, those remaining players may bat within or outside the 10th spot of the lineup.

- X. If a team does not have the minimum amount of players of each gender (required for the specific league the team has registered for), the team must take an out within the top 10 spots of the batting lineup for each player missing and play shorthanded in the field based on the number of required players the team is missing.
- XI. If a team cannot produce a coed roster (at least one player from each gender), the game is forfeited.
- XII. If a pitcher walks a male batter that is ahead of a female batter, without throwing a strike, it will be deemed an intentional walk and the female batter will subsequently have the choice to take her base or swing away (regardless of the situation i.e.: 2 outs). Base runners will only advance one base when forced.
- XIII. When a female is at the plate, outfielders may not pass the imaginary arch (defined by the cones in the outfield, 100' behind 1st base and 3rd base) until contact has been made with the ball.
- XIV. If an outfielder does pass the outfield line/ designated cones (100' behind 1st and 3rd base) before contact has been made with the ball while a female is at bat, the hitter may take her base and every baserunner may advance.

Courtesy Runners

- XV. Last batted out – same gender. If there is an out in the current inning, that out will run. If there is no recorded out in the inning, then the last out in the prior inning will run.
- XVI. If there is only one female in the starting line-up, then no courtesy runner is allowed for the female.
- XVII. If there are two females in the starting line-up and one gets hurt during the game (only one female available due to injury), then the last recorded male out may substitute as the courtesy runner for the remaining female. The female who is injured will not be allowed to re-enter the game with all prior rules applying.

In Game Rules

- XVIII. **Line-ups:** Teams may bat as many players as desired. If a team starts with only nine players (still having the minimum requirement of each gender), they do not have to

take an out in the line-up.

If a player in the line-up must be removed from play due to an injury, there will be no penalty given. If a player is removed from play for any other reason, including ejection or leaving the game early, and there is no substitute to take that player's position in the line-up and on the field, there will be an out given at that player's position in the line-up. Game play may continue with an out in the line-up as long as there is the minimum number of required players on the field.

Late Players

- XIX. A player who arrives after the game has started but before the end of line-up has been reached may be added to the end of the line-up and play as an official line-up player and/or extra player.
- XX. If a player arrives after game start and after the line-up has been run through, they may only be used as a substitute fielder. They are not able to hit in the line-up except for the player they are replacing. The player that is now out of the game may not re-enter the game. Batting spots must change accordingly.
- XXI. **Substitutes:** A team is allowed as many substitutes as desired, however, when a player is withdrawn from play, they may not return. If all players are in lineup prior to start of game, they may rotate in and out all game (as long as they are all batting the entire game)
- XXII. **Double Bag at Home Plate:** There is a separate home plate. Runners must touch the outside bag while the catcher remains on home plate. This is an automatic force out. The catcher cannot tag the runner. If a runner makes an attempt or makes a motion to run to home plate, but does not touch the plate, and there is no play being made at home, he/she may go to the outside bag without being called out. However, if play is being made at home plate and the runner does not run to the outside bag first, the runner is out. If clarification needs to be made regarding this rule during a game, either the umpire may officially make the call if a league official is not available, or the captain from the home team may contact a league official via telephone. Any runner that 'charges' the catcher will be ejected from the game. Sliding into the separate home plate is allowed. If a runner touches home plate instead of the "safety bag" they will be called out.

Commit Line

- XXIII. Once a runner has crossed the commit line on the way to home plate, he or she is only eligible to be safe at home plate.
- XXIV. A runner is considered to have crossed the commit line when a body part has touched the ground on or passed the designated line.
- XXV. A runner may go back to third to tag up after crossing the commit line, but can still only be found safe at home plate.

Double Bag at First Base

- XXVI. There is a double bag at first base. Runners must run to the outside bag. If the ball is hit into the outfield the batter may round first base using the inside bag providing there is no play on the runner at first. Runners may not slide into first base.
- XXVII. A runner may run to the inside bag at first base if the “safety bag” is being blocked by a fielder.
- XXVIII. **Base Running:** Batters may overrun 1st base, but must slide or veer on 2nd and 3rd bases.
- XXIX. **Sliding:** Sliding into 2nd and 3rd bases is permitted, however, contact between base runners and defensive players will be closely watched. Any excessive contact or unnecessary collision, as deemed by the umpire, will result in the base runner being called out and/or ejected from the game.
- XXX. **Leads:** You may not step off of base until the motion of a swing is made or the ball crosses the plate. Because the runner is not allowed to steal, the pitcher and/or catcher may not make a play on the runner.
- XXXI. **Overthrow:** If a runner is overthrown at 1st base, an extra base is automatic, as long as it is a dead ball.

Mercy Rule

- XXXII. The mercy rule is in effect if a team is up by 15 or more runs after the fifth inning. After that, the game is over and the score at that point will be recorded. Teams can continue to play the remainder of the game if the two teams decide to. Note, the umpire is not obligated to stay. There is no mercy rule in the Championship game.
- XXXIII. Social League - In a Social League, once a team has a lead of ten or more runs, the team can only score up to six runs per inning.

- XXXIV. **Score Submission:** The captain from the winning team is responsible for submitting game results no later than 24 hours after game play. Results may be reported by phone, fax or e-mail. (See communication with league)
- XXXV. **Time and Tie Rule:** Games are scheduled to run one (1) and a half (1/2) hour. If a score is tied at the end of the 7th inning or at the end of the allotted game time, each team will be given one (1) inning to break this tie and the inning will start with runners on 2nd and 3rd base. Runners must be the last 2 recorded outs. If the score is still tied after the extra inning, the game will end in a tie score. If an extra inning is not allowed due to impending weather or light restrictions, then the game will result in a tie.
- XXXVI. **Tie Game in Playoffs:** If a game is tied after the 7th inning in a playoff game, teams will start the 8th inning with a runner on 2nd and 3rd base. These runners must be the last two recorded outs. This format will continue for every inning after until a winner is decided.
- XXXVII. **Double header rule:** In the instance games are scheduled as double headers, teams will have 2 and a half hour to complete both games. You will be allowed no more than five (5) minutes break between games of the double header.
- XXXVIII. **Foul to Give:** There will be NO foul to give/burn when a batter has 2 strikes on them. (Ex: 1-2 count and batter hits a foul ball, they are out)
- XXXIX. **Social League - Female Batters Running to First:** **If a female batter hits a ball that crosses the threshold (in the air) of the infield and enters the outfield, the female batter cannot be thrown out at first base from the outfield. Any ball that is hit by a female batter and touches or lands in the infield can be fielded and thrown to first.**

5. **FORFEIT POLICY**

- I. If your team receives a forfeit win, a score of 10-0 will be recorded.