



OFFICIAL RULE BOOK

SOFTBALL - Revised - Spring 2022

www.PlayMoreNJ.com

1. **EQUIPMENT/FIELD**

- 1.1. **KICKBALL:** 10 Inch Rubber Kickball
- 1.2. **FOOTWEAR:** No Metal Spikes or Flip Flops Allowed
- 1.3. **PITCHERS MOUND:** 50 Feet from Home Plate
- 1.4. **SAFETY HOME PLATE:** 8 Feet from Home Plate
- 1.5. **BASES:** 65 Feet from Base to Base

2. **CONDUCT/PARK POLICIES**

- 2.1. **PLAYER CONDUCT:** We have a zero tolerance for verbal or physically aggressive behavior towards the opposition, umpire, staff, or the park staff. If you can't interact with the umpire or opposing team in a rational, reasonable manner when a question regarding a rule comes up - you won't be welcome to play in the league. Be a good human or I will suspend you or find a league that is ok with that kind of behavior. Captains - you are responsible for the players on your team. Know all the players on your team and make sure they know how to act.
- 2.2. **DISCIPLINARY ACTION:** As we see fit, we will issue probations, suspensions, or expulsions for any players that engage in inappropriate behavior or that violate park rules.
- 2.3. **PARK RULES:** Please make sure your players are aware of Park rules that must not be violated and which will be met with discipline.
- 2.4. **TRASH:** Leave no trash behind - throw out trash. Please make sure you take any cans with you.
- 2.5. **LANGUAGE/CHILDREN:** When children are in the area - please use appropriate language when they are present with their families.

3. **LEAGUE POLICIES**

- 3.1. **AGE:** All players must be at least 18 years or older. Captains, you are responsible to make sure all players are of the correct age. Any player found playing under the age of 18 will be removed from the league. The league will also issue a one game suspension to the Captain if this occurs.
- 3.2. **WAIVERS:** All players must sign a waiver in order to be able to play. Captains are responsible to make sure that all players have signed a waiver.
- 3.3. **ROSTER & ROSTER DEADLINES:** Please note the roster deadline for the season (located on your schedule and the master league schedule). Once the roster deadline passes no teams may make any changes to their roster for any reason. Captains must make sure that their online roster is correct with all players listed on the roster and full names provided from all players that will match their photo ID.
- 3.4. **ID CHECKS:** All playoff games will have mandatory ID checks. Players will be required to show an ID that has both their name and photo on it that match their spot on the roster. No entry into a playoff game will be allowed without an ID. No social media will be accepted as a form of ID.

4. **UMPS**

- 4.1. **QUESTIONING A CALL:** Interactions with the Umpire: Only a captain may discuss a call with an umpire. And discussions are expected to be done in an appropriate tone and reasonable manner. No other player may enter into a dispute with the umpire. PlayMore reserves the right to suspend any player that acts in an inappropriate manner towards game officials - or that chooses to question an umpire all game about calls.

5. **GAME PLAY RULES**

- 5.1. Games are played 9 on 9.
- 5.2. **GENDER REQUIREMENTS:** In order for a game to be official, at least 1 male and one female player must be in the lineup and in the field for a game to be an official coed game.
- 5.3. **MAX GUYS:** Teams may only play a max of 6 guys in the field as well as 6 in the top 9 of the lineup. Teams may bat more than 6 guys, but any additional male batters (7 or more) must bat outside of the top 9 spots in the lineup.
- 5.4. **COUNT:** Games will be played with a 0-0 Count. Plate is a strike. No strikes to Give.
- 5.5. **AUTOMATIC WALK (Female Batters):** Male Batters: If a male batter is walked (intentionally or unintentionally) with a female batter on deck, the female batter will have the option to bat or take 1st base (walk). In order for this rule to apply, the female batter must have been the batter on deck prior to the at bat (cannot be moved into that spot to take advantage of the walk).

- 5.6. COURTESY RUNNERS (A):** Teams are allowed to use an unlimited amount of pinch runners each inning - they must be gender for gender. A pinch runner can only be used once per inning (once a pinch runner comes in, they can not be used again to pinch run in that same inning). Use of pinch runners twice in the same inning will result in an out being assigned to the current player at bat. If a pinch runner is stuck on a base when their spot in the order comes up, the team will take an out for that at bat.
- 5.7. FIELDING:**
- 5.7.1. The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball
- 5.7.2. There is an imaginary line from first to third base. No fielder can cross this line until the ball is kicked. Pitchers can if their natural momentum makes them. This will be the umpire's digression. After the ball is kicked, players are allowed to go wherever they want.
- 5.7.3. The catcher must be on or behind the safety bag until the ball is kicked.
- 5.7.4. Balls must be pitched by hand. All pitched balls must be pitched with a "slow roll". If an umpire decides the ball is rolled too fast, he/she will call it "illegal" and the pitch will be deemed a ball.
- 5.8. FIELDING:**
- 5.8.1. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- 5.8.2. Bunting is not allowed. This will be at the judgment of the referee. If they deem that the batter attempted a bunt, the pitch attempt will be ruled a ball.
- 5.8.3. Batters can be thrown out at the base or pegged out, however runners cannot be tagged out to avoid any possible injuries.
- 5.9. INJURY:** If a player in the line-up must be removed from play due to an injury, there will be no penalty (out) given. The player may not reenter the game. 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. If this happens in the first game of a double header, the player can again play if healthy in the 2nd game.
- 5.10. LATE ARRIVING PLAYERS:** A player who arrives after the game has started but before the end of line-up has batted may be added to the end of the line-up. Once the line up has batted around and reaches the top of the order, the player would then need to be substituted into the line up in order to play (standard baseball switch). The player they are replacing is now out of the game and may not re-enter.
- 5.11. SUBSTITUTIONS:** Players in the lineup may switch defensive positions as often as they like. Players not in the line up must officially be substituted into the game. The incoming player will take over the batting spot for the departing player (which is now out for the game).
- 5.12. BASE RUNNING & SLIDING:** Batters may overrun 1st base. Sliding is permitted when entering a base, however it is the **RESPONSIBILITY OF THE RUNNER** to enter the base in a safe manner such as they do not make intentional contact with the defensive fielder. 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.
- 5.13. OUTFIELD CONES:** When a female batter is up at the plate, the 4 infielders must all be in the dirt of the infield and all outfielders must start the play behind the cones (you may advance in front of the cones on contact). Outfielders may throw out runners advancing to first.
- 5.14. LEADS:** You may not step off of base until the motion of a swing is made or the ball crosses the plate.
- 5.15. COMMIT LINE:** The commit line will be located halfway between 3rd base and Home Plate. This will be marked by the umpire each game since we cannot draw those lines on the field. Once a runner crosses the commit line on their way to Home, they must continue to home (outside bag). The play at home immediately becomes a force out (no tag can be made on the runner). The commit line erases easily, so teams may need to reestablish the commit line before the start of each game with the umpire.
- 5.16. MERCY RULE:** 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games

- 5.17. GAME TIMES (REGULAR SEASON):** Games are scheduled to run 1 hour. Teams are allowed a 10 minute grace period from the start of the first scheduled game (if needed, this can be revoked from a team by the league if abused). Once time has expired, teams can complete the inning they are in. No NEW innings may begin once the next start time has arrived. The game will be final at that time.
- 5.18. TIE GAMES (REGULAR SEASON):** If the game ends in a tie and time allows, teams can attempt to play the 8th inning (and only the 8th inning) to break the tie. Teams 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 or not completed due to impending weather or time, then the game will result in a tie.
- 5.19. TIE GAME (PLAYOFFS):** If the 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. There is no time limit in the playoffs..
- 6. FORFEITS**
- 6.1.** If your team needs to forfeit, please be aware that you will need to pay the umpire fees for both teams (\$25 per game, per team) prior to your next game.
- 6.2.** Forfeits will be scored as a 10-0 Final Result
- 6.3.** Please note, Forfeits are the number one tie breaker criteria at the end of the season, so make every effort to get your game in.
- 7. WEATHER/CANCELLATIONS**
- 7.1.** We will try to get in all games - including playing in the rain when we can.
- 7.2.** If we do need to cancel all the games, we will do so 90 minutes before the first game of the day. We will contact the captain via text and email the whole league if we do need to cancel.
- 8. FINAL SEASON STANDINGS TIE BREAKERS**
- 8.1.** Forfeits
- 8.2.** Head to Head Matchups
- 8.3.** Runs Against
- 8.4.** Run Differential
- 8.5.** Runs Scored
- 9. LEAGUE CONTACT INFO / SCORE REPORTING**
- 9.1.** Text all Scores to the Office at 609-878-0234
- 9.2.** PlayMore Office Text Line/After Hours - 609-878-0234
- 9.3.** PlayMore Email: playmoresj@gmail.com
- 10. COVID-19 GUIDELINES**
- 10.1.** If you feel sick, are showing symptoms of Covid-19, or have been in contact with someone who has recently tested positive for Covid-19 - please DO NOT attend your game.
- 10.2.** If you are showing symptoms you can be asked to go home by the league.
- 10.3.** If you begin to show symptoms, feel sick or test positive for Covid-19 please notify PlayMore as soon as possible.