



2021 Spring Softball

Recreational

1. Line Up Rules

- a. 10v10
- b. **Gender Rules:** Teams can play an official game with as few as 1 female in the field/lineup and a max of 6 guys in the field and in the top 10 of the lineup. This allows for a minimum (no max) of 4 females in the field and in the top 10 of the lineup. If a team only has 9 players, they will not need to take an out in the lineup provided they have no more than 6 males in the field/lineup. If both teams are short on females, they may agree to change the gender ratios together as long as both teams match.

2. League Rules

- a. **Innings & Time:** All games are scheduled to play 7 innings. All games are scheduled to run 80 minutes. No new inning can begin once the 80 minute mark has been reached. Teams are allowed to complete the inning they are in when the 80 minute mark hits. Games must start no later than 10 minutes of the scheduled start, so the 80 minutes starts from the start time.
- b. **Tie Games:** If a game is tied after 7 innings and the game has not crossed the 80 minute mark, teams may play one extra inning to try to break the tie. The extra inning will be played by starting 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.
- c. **Mercy Rule:** If a team is winning by 15 or more runs after 5 complete innings, the game is ruled final and over. Teams are free to mix teams and continue play for the duration of the time block.
- d. **Stoppages due to Time or Weather:** 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.
- e. **Count:** Weekend softball is played starting at a 0-0 count.
- f. **Strike Zone:** Plate and mat are both a strike. No fouls to give.
- g. **Slow Games:** If the 60 minute mark has been reached and the 5th inning has not completed, the teams should move the count to 1-1 for each batter for the remainder of the game.
- h. **Minimum Gender:** Teams must have at least 1 guy and 1 girl to play an official game.
- i. **Max Males in Field/Line Up:** Teams may play a Max of 6 guys in the Field

3. Base Running

- a. **Courtesy Runners:** Unlimited, Gender for Gender. The courtesy runner must come off the bench (they may not be on the base paths). Also, if a courtesy runner is put into play and they are on the bases when their sport in the batting order comes up, the team will take an automatic out. In the event of an injury to a female player in a situation in which the team has no female players on the bench to courtesy run, the team may substitute a male player (must be the last batted out).
- b. **Sliding:** No Sliding into 1st base or home, unless it is solely done to avoid an injury to collision with the defensive player. 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.
- c. **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. A runner may run to the inside bag at first base if the “safety bag” is being blocked by a fielder.
- d. **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.
- e. **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. If the runner touches the “Inside” Home plate, they will be called out. Any runner that ‘charges’ the catcher will be ejected from the game.
- f. **Commit Line:** 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. A runner is considered to have crossed the commit line when a body part has touched the ground on or passed the designated line. 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.

4. **Batting Rules**

- a. **Automatic Walks:** If a pitcher walks a male batter that is ahead of a female batter, 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.

- b. **Female Batters/Outfield Cones:** When a female is at the plate, outfielders may not pass the imaginary arch (defined by the cones in the outfield) until contact has been made with the ball. 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 batter may take her base and every baserunner may advance. Females cannot be thrown out from the outfield when they are running out a hit to 1st base.
5. **Forfeits:** If a team receives a forfeit win, the score will be recorded as a 10-0 final score. If a team decides to a no-show forfeit, they won't be eligible for the end of season prize.
6. **UMPILING:** Teams will call the game together. Balls and strikes are called via the strike matt. If a pitch hits any part of the plate or any part of the strike matt, it is a strike. If it doesn't hit either, it is a ball. Teams will call their own balls and strike via the plate matt (no grey area calls). Teams will also call all outs on the base paths. In the event of a disagreement, we recommend that teams use a "Jump ball" system. If there is a disagreement about a call, the first call goes towards the visiting team. If there is a second disagreement about a call, that call would go to the home team. This should alternate. If there are too many of these, you are probably in the wrong league.
7. **End of Season - Captains Vote:** At the end of the season, captains will rank choice vote all teams from the teams they had the most fun playing against, to the teams they least liked to play. Captains will not be able to vote for their own team. We will add up all the points. The top 2 teams that receive the most votes will get to play a final game - both teams will win a league swag prize. Have fun with your opponents. Hit the ball, but win points by making friends with the other team.