



OFFICIAL RULE BOOK

SOFTBALL - Revised - Spring 2025

www.PlayMoreNJ.com

1. EQUIPMENT/FIELD

- 1.1. **BAT RULES:** All bats must have an ASA Stamp (2013 or newer) or the newer USA stamp physically printed on the bat and visible to the tester's eyes. Wood bats are not allowed.
- 1.2. **BAT TESTING:** Bats must have a 2025 Approved sticker on them to take a swing in the game. Bats can be tested at the office via appointment. Please text us to make sure we are in the office before stopping by.
- 1.3. **BAT TESTING VIOLATION:**
 - 1.3.1. Cherry Hill Competitive & Atkinson Park Leagues: Bats without a sticker are not allowed to be used in a game. If a player brings a bat to the plate that is not approved and puts the ball into fair play during the at bat - the following penalty will be enforced (opposing team or umpire must call this out at the time of infraction in order for the rule to be used). The current half inning will end immediately with the necessary amount of outs being assigned to the batting order, starting with the batter that used the illegal bat. All runs for that inning and the previous inning will be disallowed (changed to zero). The player that used the bat will be ejected from the game. If the team does not have a sub to fill in the spot in the batting order, the team will need to take an out for the remainder of the game. In order to use this rule, you must stop the game and show this rule to the umpire at the time of the infraction.
 - 1.3.2. **ALL SHORT PORCH LEAGUES: Bats do not need stickers for this league - however bats do need to have the proper stamps (noted above) for league play. Bat testing violations will apply to Non ASA/USA compliant bats.**
- 1.4. **GAME BALLS:**
 - 1.4.1. Cherry Hill Competitive & Atkinson Park Leagues: Game balls put into play must be 52 Cor/.300 Compression
 - 1.4.2. ALL SHORT PORCH LEAGUES: We will be using the Easton Incrediball (Synthetic Leather) - these will be provided to the teams.
- 1.5. **CLEATS RESTRICTIONS:** No metal cleats are allowed.
- 1.6. **FIELD DIMENSIONS**
 - 1.6.1. Cherry Hill Leagues: 65 Feet Between Bases. Pitchers Mound will be 50 feet from Home Plate.
 - 1.6.1.1. Outfield cones will be 165 feet from Home Plate.
 - 1.6.2. **ALL SHORT PORCH LEAGUES: No Cones for these leagues**
- 1.7. **FIELD SET UP/ BREAK DOWN:**
 - 1.7.1. ALL Cherry Hill Leagues: Teams playing in the Cherry Hill Leagues are required to put out the bases and put them away. The Home team for the first game of the day should put the bases out - and the team in the field at the last game of the day will be required to put them away. Cherry Hill leagues will have markings for base setups. At Kenilworth - bases are marked (1st, 3rd, and P) will be marked with a stake in the ground that has a string on the ground level. At Challenge Grove - there are colorful zip ties on the Fence lines for bases at 1st and 3rd and stakes/string in the ground for HP and P.
 - 1.7.2. Atkinson Park Leagues: Teams provide their own bases. Teams should have a 1st base (preferably a safety bag), 2nd, 3rd, and an outside Bag/Plate/Matt. Teams do not need a home plate or pitching mound. Which team is on duty is marked on the League Schedule
 - 1.7.3. Lindenwold Leagues: Bases are on site in a storage shed. Bases will be out and available for the teams to set up. Home team for the first game of the day will be required to put those out. Last team in the field for the last game of the day are required to put them away (just in one small pile at the backstop).

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.
 - 2.3.1. **Atkinson Park Leagues** - This park is a STRICT NO DRINKING LEAGUE. We will lose our permit if you break these rules. The patrol in the park knows to look for Red Solo Cups, Cans, and Bottles. If you choose to not follow this rule, you will be removed from the league for the season.
 - 2.3.2. **Lindenwold Leagues** - This park has a STRICT NO SMOKING/VAPING rule. They have cameras at the park and we will get phone calls from the township. Please, take care of these needs before you come to the complex. Players that cannot follow the rules will be removed from the league.
- 2.4. **TRASH:** Leave no trash behind
- 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:**
 - 3.4.1. **Playoffs:** 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.
 - 3.4.2. **Regular Season:** Roster Checks cannot occur until the roster deadline for the season has passed. The only roster rule that can be enforced prior to the roster deadline is a player that plays for two teams in the same league in the same game week (the game in which they are not on the roster would be forfeit regardless of outcome).

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. Cherry Hill Competitive: 10v10
- 5.2. Atkinson Park: 10v10
- 5.3. ALL SHORT PORCH: 9v9
- 5.4. **GENDER REQUIREMENTS:** In order for a game to be official, at least 1 female player must be in the lineup and in the field for a game to be official.
 - 5.4.1. If a team only has 2 females, the team must take an out for the missing 3rd female somewhere in the top 10 of the lineup (this must be announced to the other team and umpire). The team is not allowed to play an extra male fielder in their place (they must play down one position defensively)

- 5.4.2. If a team only has 1 female, the team must take 2 outs for the two missing females in the lineup (those must be in the Top 10). Again, the team will need to play down 2 players defensively in this case.
- 5.5. **SCOREBOOKS:** Both teams should keep an accurate book. We HIGHLY recommend that teams update the scores after each inning with the other team to make sure there are no discrepancies. In the event of a discrepancy, the home team's scorebook will be the default book. If the home team did not keep a book, we will at that point default to the Away team's book.
- 5.6. **MAX GUYS:**
- 5.6.1. **CHERRY HILL COMPETITIVE:** Teams may only play a max of 7 guys in the field as well as 7 in the top 10 of the lineup. Teams may bat more than 7 guys, but any additional male batters (8 or more) must bat outside of the top 10 spots in the lineup.
- 5.6.2. **ATKINSON PARK:** Teams may only play a max of 7 guys in the field as well as 7 in the top 10 of the lineup. Teams may bat more than 7 guys, but any additional male batters (8 or more) must bat outside of the top 10 spots in the lineup.
- 5.6.3. **ALL SHORT PORCH:** 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.
- 5.7. **COUNT:** Games will be played with a 0-0 Count. Plate is a strike. No strikes to Give.
- 5.7.1. **ONE PITCH LEAGUE (SUMMER ONLY):** Batters will receive 1 Pitch, but will have one foul to give.
- 5.8. **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).
- 5.9. **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 a pinch runner 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.
- 5.10. **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.
- 5.11. **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. .
- 5.12. **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).
- 5.13. **HOME RUN LIMITS:**
- 5.13.1. **CHERRY HILL COMPETITIVE:** Teams will be limited to 5 over the fence home runs per game. Once a team has reached the limit, any additional home run will be an out. Once both teams reach 5 home runs - teams are allowed to hit a 6th home run. This can ONLY be done though once both teams have reached 3.
- 5.13.2. **ALL SHORT PORCH LEAGUES:** Teams are limited to 3 (MALE HOME RUNS) over the fence home runs per game. Once a team has reached the limit, any additional home run will be an out. Once both teams reach 3 home runs - teams are allowed to hit a 4th home run. This can ONLY be done though once both teams have reached 3. Female Home Runs will NOT COUNT towards the Home Run Limit.

- 5.13.3. **ATKINSON PARK:** Teams are limited to 3 (MALE HOME RUNS) over the fence home runs per game. Once a team has reached the limit, any additional home run will be an out. Once both teams reach 3 home runs - teams are allowed to hit a 4th home run. This can ONLY be done though once both teams have reached 3. Female Home Runs will NOT COUNT towards the Home Run Limit. it a 4th home run. This can ONLY be done though once both teams have reached 3.
- 5.14. **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.
- 5.15. **OUTFIELD CONES:**
- 5.15.1. **CHERRY HILL COMPETITIVE:** 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.
- 5.15.2. **ATKINSON PARK & ALL SHORT PORCH LEAGUES:** While all outfielders must start the at bat in the outfield, there are no cones at list location so the outfield cone rules does not exist.
- 5.16. **LEADS:** You may not step off of base until the motion of a swing is made or the ball crosses the plate.
- 5.17. **COMMIT LINE:** The commit line will be located halfway between 3rd base and Home Plate. 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.
- 5.17.1. **CHERRY HILL COMPETITIVE:** Commit Lines will be painted on the ground. .
- 5.17.2. **ATKINSON PARK:** Commit lines will be marked on the fence with colorful zip ties. Teams are welcome to place a mark or cone on the ground.
- 5.17.3. **ALL SHORT PORCH LEAGUES:** Teams will use a cone to mark the commit line.
- 5.18. **MERCY RULE:** 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games
- 5.19. **GAME TIMES (REGULAR SEASON):**
- 5.19.1. **CHERRY HILL COMPETITIVE:** Double Headers are scheduled to run 3 hours. 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. The game will be final at that time. Please note - any Single Games (Non- Double Headers) will have a 90 minute time limit in which to complete the game. Same rules apply.
- 5.19.2. **ATKINSON PARK:** Double Headers are scheduled to run 3 hours. 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. The game will be final at that time. Please note - any Single Games (Non- Double Headers) will have a 90 minute time limit in which to complete the game. Same rules apply. THIS IS A STRICT RULE AT THIS PARK as the Park Security will remove us from the field as soon as our permitted time is up (if anyone has a permit after us)
- 5.19.3. **ALL SHORT PORCH:** Double Headers are scheduled to run 3 hours. 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. The game will be final at that time. Please note - any Single Games (Non- Double Headers) will have a 90 minute time limit in which to complete the game. Same rules apply.
- 5.20. **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.

- 5.21. **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 (\$30 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.
- 7.3. ATKINSON PARK LEAGUES: This park makes the call on all rainouts. Players are welcome to call 856-251-6740 for the recorded message on their rainout line.

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
- 9.4. Rosters: Email all roster changes and updates to playmoresj@gmail.com