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ADULT CO-ED SLOW PITCH SOFTBALL

**ADULT SLOW PITCH SOFTBALL RULEBOOK
FAMILY YMCA OF FAYETTE COUNTY**

USSSA rules apply unless specifically modified below. USSSA rules manual can be found at https://usssa.com/docs/2020/USSSA_SPRB_20_121919_rev.pdf.

BEHAVIOR POLICY

- The YMCA will enforce a ZERO TOLERANCE policy pertaining to profanity, fighting, or any other unsportsmanlike conduct.
- Unacceptable behavior may result in EJECTION from the game and/or facility for players and/or SUSPENSION for any and all future league games.
- Spectators may also be asked to leave the court, field, and/or facility for inappropriate conduct. Decisions made are at the discretion of game officials and/or other YMCA employees.

LEAGUE FORMAT

- Each team will play a six-week season followed by a single elimination tournament.
- Games will be held each Monday at 5:00, 6:00, or 7:00 PM.
- Additional nights may be scheduled for make-up games in the case of cancellations.
- Teams will be seeded based on their records prior to the start of the tournament.
- In the event of a win/loss record tie, a coin toss will determine the higher seed.

LEAGUE STANDINGS

- League standings shall be the basis of the tournament seeds. Ties in the league standings shall be broken by:
 1. Games won head-to-head.
 2. Run differential head-to-head.
 3. Run differential overall games.

PLAYING FIELD

Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- The softball diamond is a square with equal sides of 60-70 feet (some variations at different fields;)
- The pitching strip is the center of the diamond, 46-50 feet (some variation at different fields) or just over 15 paces from home plate, and directly aligned with the first base/third base diagonal.

EQUIPMENT/ATTIRE

- Athletic shoes are required. **Metal cleats are not allowed.**
- Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- Each team shall furnish all team equipment necessary for each game.
- The Y will supply game balls. **ONLY** the balls supplied and designated by the Y will be allowed. Teams will be responsible for retrieving home run and foul balls.
- Bats must have an ASA sticker.

OFFICIALS

- Games must be officiated by at least one umpire. Officials govern all game play and issue all final rulings.
- Umpires have jurisdiction over play and may call off a game due to darkness, rain, or other causes at the umpire's discretion.

PLAYER ELIGIBILITY

- All participants must be at least 16 years old.
- All participants must have registered and signed the waiver.
- All participants must be on the team roster.
- All players must sign the program waiver at registration, or prior to the first game, to be allowed to play.

TEAM ROSTERS

- Each team roster must consist of a minimum of 10 and no more than 15 players.
- Teams may not add players to the roster after the 3rd game of the season.
- A player must be on the roster to play.
- Each team shall have one Captain, the captain will be responsible for the team.
- The Team Captains must ensure that:
 - All team players must bat in the same order.
 - Only the Captain may request a conference with the umpire to dispute calls.

LINE-UPS

- The second team named on the schedule (after the "at") designates the home team that will occupy the 1st base bench.
- Line-ups: Teams must field at least eight players and no more than 10. Everyone on the roster must bat. Teams can field 10 players (minimum four females), nine players (minimum 3 females), or eight players (minimum two females, taking an extra out for missing third female).
- Batting Order: Teams must field at least eight players and no more than 10. Everyone present at the game may bat as long as no more than two males bat in a row (i.e. 2 males, 1 female, 2 males, 1 female, etc. or vice versa). If a team line-up is

reduced due to injury, there is no penalty as long as the batting order rule is still followed. However, if the injury breaks the two in a row rule, the team must take an out for the missing player each time that position comes up in the batting order. If a team's line-up is reduced for any reason other than injury, the team must take an out each time that position comes up in the batting order (if no legal subs are available).

- All team players must bat in the same order each time through the line-up. If substitutions must be made offensively when batting all present players would violate the batting order rules, players may only re-enter in the same spot in the order (i.e. if a team has too many males, one or more can take turns batting each time through the line-up and both are allowed to play defense). In this case, the line-up would look something like this:
 - 1st & 3rd time through: M1 – M2 – F1 – M3 – M4 – F2 – M5 – M6 – F3 – M7 – M8 – F4
 - 2nd & 4th time through: M1 – M2 – F1 – M3 – M4 – F2 – M5 – M6 – F3 – M9 – M10 – F4
- Males taking turns in the line-up must hit in the same spot in the line-up and cannot later substitute for other males.

GAME TIME

- A team having eight players present at game time prior to the first pitch must begin play immediately or the umpire, after a two-minute fair warning, will forfeit the game. Teams may start with eight players (minimum three females) without charged out penalties for missing players. Teams having eight players with only two females can still play, but must take an out for the missing third female.
- The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after 55 minutes of playing time. The umpires watch shall be the official time. Teams may ask the umpire the start time.

Exception: If both captains agree, game may be started before scheduled game time.

- **Mercy Rule:** If five innings have been played (4½ if the home team is ahead) and one team is leading by 10 runs or more, the game shall be called; also 15 runs after four innings, and 20 runs after three innings.
- A team failing to place at least eight eligible players on the field within 10 minutes (grace time) of scheduled game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as the batting order rules are still followed.
- All batters shall assume a one-ball, one-strike count when beginning their at-bat.

DEFENSIVE POSITIONS

- Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one female in the outfield and at least one female in the infield (pitcher and catcher count as infield in regards to this rule).
- All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

SUBSTITUTIONS

- A female may only substitute for a female in the batting order, a male for a male.
- Teams may substitute freely on defense each inning.

REGULATION GAMES

- Regulation games last seven full innings or 55 minutes; whichever comes first.
- A game that is called off by the umpire for darkness or other safety reason after four full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.
- In the event of a tie score at the end of the seventh inning or 55 minutes (whichever comes first), extra full innings shall commence until a winner is determined. In the event a game goes into extra innings, each team will begin their half inning with a runner on second base. This runner must be the last person who batted in the prior inning.
- A team Captain may raise protest with the umpire for blatant rule infraction, but will accept the umpire's final ruling.

LATE ARRIVALS AND FORFEITS

- Each team can field 15 players maximum. Any number of players less than 8 is considered a forfeit unless the opposing team agrees to play the game. If they do agree to play, the game result counts.
- A player entering the game late can only enter the game at the bottom of the batting order.
- If any one team forfeits 3 games, they will be excluded from playing the rest of the season and tournament. A refund will not be provided.

RUNNING

- Runners must stay within the base lines unless avoiding interference with a fielder making a play on a batted ball. Fielders must stay out of the base line if not making a play on a batted ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line illegally shall be safe at the base to which they were running. Runners who interfere with a fielder making a play on a batted ball will be ruled out.

- Leading off base and stealing are not allowed. A runner off of his/her base when the ball is pitched is out.
- Runners can leave their base when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their base immediately.
- After a batted ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base only.
- In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a teammate's over-the-fence homerun or walk, all bases must be touched in order. If not, the opposing team may appeal to the umpire that the player missed a base and the player will be declared out. If that player scored on the play, that player's run will not count. If that is the third out of the inning, all other runs scored by players touching base in order will still count.
- No blocking the plate (runner gets priority).
- When a defensive player is in possession of the ball, a runner may not remain upright and crash into the defender. When sliding, runners must always slide for the base. If considered flagrant in either above case, the runner may be ejected.

FOULS

- A foul counts as a strike.
- A foul on the third strike is an out. No courtesy foul.

BALLS/STRIKES

- A pitched ball hitting any part of the plate and mat is a strike.
- Pitches must be between 6-12 feet high or the pitch will be called a ball **unless the batter swings**.

OUTS

- A count of three outs by a team completes the team's half of the inning.
- An out is:
 - A runner tagged by the ball in the fielder's hand or glove at ANY time while not on base.
 - Any batted ball (fair or foul) that is caught.
 - A fielder catching the ball with their foot on the base to which a runner is forced to run.
 - A runner off his/her base when the ball is pitched.
 - A ball hit when the batter steps out of the batter's box.
 - An intentional bunted ball.
 - Running out of the base line to avoid a tag.
 - Interfering with a fielder making a play on a batted ball, whether intentional or unintentional, as well as intentionally interfering with a defensive player at any time.

- **Infield Fly Rule** is in effect – any fly ball hit within the infield with less than 2 outs and with runners on at least 1st and 2nd base will result in batter being called out. Runners are not forced to advance.

BALL IN PLAY

- Ball is in play until the umpire declares the play is dead and will call time.
- Any ball overthrown in the field will advance base runners 1 base from the time of the overthrow.

DESIGNATED RUNNER/PLAYER POSITIONS

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.
- If a player is ejected, injured, or becomes ill and cannot continue, and a substitute is not available, the line-up will continue in the same formation, less the removed player.
- The pitcher may be replaced on the mound once per inning.
- There is no courtesy runner. A player CANNOT remain in the line-up and get a courtesy runner every time they reach base.

MISCELLANEOUS

- All park and facility rules must be followed.

For additional information, contact Alec Hise at ahise@fayetteymca.com or call (618) 283-1258.