

Co-Rec.
Adult Softball
Winter 2008 Rules
For Single and Double Header Softball

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General Rules and Regulations

Rules of Play

Amateur Softball Association (A.S.A) rules apply to situations not covered in the league rules outlined in this handbook. (Umpires have the authority to make decisions on situations not specifically covered in the official A.S.A. rulebook or this handbook).

Base Coaches Rule

There MUST be a base coach at first and third base while your team is up to handle the rotations of 11" and 12" balls with the pitcher. Individuals coaching the bases may wear gloves to protect themselves from getting hit with the ball. If the base coaches interfere with the play in any way, the umpire will call it accordingly.

Batting Rules and Substitutions (Defensive)

All players present may be placed in the batting order for unlimited batting. If a team begins a game using unlimited batting, the team must finish the game with the same number of players it started with or the game will be forfeited. If a player leaves the game for any reason and is not replaced, his/her position in the batting order becomes an automatic out. **Exception:** If a player is seriously injured and playing may aggravate this condition, then the team may end the game with less players than when they started (teams must have at least eight players to finish a game).

Changes with the defensive players may be made at any time; however, the batting order may not change. Example: An extra batter may sit on the bench one inning, play third base one inning, play outfield one inning, sit on the bench again and then play first base.

Blood Rule

Players/coaches who are bleeding, have open wounds or have blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical treatment or care can be administered within a reasonable time, the individual will not have to leave the game. Uniform rule violations will not be enforced if a change is required.

The umpire will be responsible for determining whether an open wound or bleeding condition requires treatment. If treatment or action is required, the umpire shall:

- Stop the game, and immediately call the coach, trainer or other authorized person to the injured player and allow treatment.
- Apply the rules of the game regarding substitution, short-handed player and re-entry, if necessary.

Courtesy Runners

One courtesy runner per inning is allowed (**exception:** the same runner may use a courtesy runner more than once in each inning). The runner must be the player that made the last out, or a player that is not currently playing in the game (co-rec. – must be the same gender).

In co-rec. softball, if the courtesy runner's time at bat comes around, he/she must bat and can be replaced as a courtesy runner by the last person to score a run of the same gender as the new courtesy runner.

Illegal Bats

All multi-walled bats or bats exceeding 1.20 bpf will not be allowed for league play. Additionally, bats listed on the ASA Web site as not allowed for championship play will also be prohibited for Town of Queen Creek league play (see handout). Note that if using an illegal bat for a league game, the person using the bat will be out and ejected from the game. If this occurs during tournament play, then the team

will automatically lose that game and be disqualified from the tournament. The umpire or the site supervisor has the authority to handle this action.

Note: As of Jan. 1, ASA will no longer authorize the use of "grandfathered" bats. These bats are:

- **Easton Synergy 2**
- **Miken Freak**
- **Louisville Slugger SB304, SB404**
- **XPST4, WWSCA, SBWKA.**

Re-entry Rule

Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions in the lineup. Players may not re-enter a second time. The starting player and their substitute may not be in the lineup at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this will be considered an illegal entry.

Run Rules

If a team is ahead by 20 runs or more after any complete inning, the game is over. After 4 1/2 innings for the home team or five innings for the visiting team, the team ahead by 12 runs automatically wins.

Home Run Rule: The equalizer rule will be used for all leagues. Teams cannot hit more than one home run over the other team; otherwise the home run will be considered an out. The home run rule applies to over-the-fence home runs, not inside-the-park home runs. For example, team A is batting and hits one home run. All other home runs team A hits will be ruled out until team B hits at least one home run. If team A has hit one more home run than team B, team B can hit up to two home runs before the next batter hitting a home run will be ruled out.

If a ball is hit over the fence, **it is the team's responsibility to have a runner retrieve the ball. If the ball is not retrieved after the end of the inning, the team will start off with an automatic out for their next inning.** If the ball is hit over the fence in the last inning of the game and the ball is not retrieved, the out will count over to the team's next game.

Note: This rule was established because of the lack of cooperation with retrieving the balls last season. This rule is being added to maintain the structure of the game and to keep the game progressing at a steady pace.

- **On a fair, batted ball hit over the fence for a home run or on a four-base award the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases.**

Shorthanded Rule

Team may never play with less than eight players. If a player is ejected, an out shall be declared for each turn at bat. If a player leaves the game for any reason, other than an injury, an out will be declared each time that player is due up to bat. If the player who left the game has a substitute, no outs will be called. Two ejections from one team in the same game will be cause for forfeiture of that game, regardless of how many substitutes are present at that time.

Strike Zone, Batter Box and Pitching

The extension mat will be used to call strikes. **This strike zone is approximately 17" x 34", including the home plate and the mat.** The batter box will measure 4' x 7'. **Each batter begins with a 1-1 count with one foul to waste.**

The ball must be pitched with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball." The pivot foot must remain

in contact with the pitcher's rubber until the pitched ball leaves the hand. An 11" ball will be used for women and a 12" ball will be used for men during the play of the game.

Fouls

Each batter begins their time up to bat with one foul to waste.

Co-Rec. Rules and Regulations

Co-Rec. Team

Co-Rec. teams consist of 10 players on defense. A minimum of eight players is allowed. A minimum of four and a maximum of six women must play at all times. Teams may play with a minimum of three, up to maximum of five men. Teams can never play with more men than women during a game.

Batting Order

The batting order must alternate man to woman, man to woman, etc. No two men may bat in succession (this includes from the last of the batting order to the beginning of the order). A woman must bat first to start the lineup. At least eight players must bat. The batting order must remain the same throughout the entire game, excluding substitutions. **Exception:** if a player leaves the game due to injury, the batting order must still alternate between male and female batters. Example: if a woman leaves the game due to injury and there is no female substitute, a man must also leave the game to keep the level of men equal or lower than women. If this situation causes the team to drop below eight players, the game is forfeited. If a man leaves the game due to injury, it is not necessary for a woman to also leave the game. More women than men can play as long as a legitimate combination of males-to-females is maintained.

Base on Balls

Any walk to a male batter (intentional or not) will result in a two-base award. The next batter, a female, must bat. **Exception:** With two outs, the female batter has the option to walk or bat up until the first pitch.

Outfield Line

A line is chalked 150 feet from home plate. All outfielders must stay behind the chalk line until the ball is hit.

Dead Ball Rule

The dead-ball boundaries shall be identified in the ground rules by the umpire in a mangers' meeting prior to the game's beginning.

Player Combinations

Any 10 players in the following combinations may play defense:

1. Five men and five women
2. Four men and four, five or six women
 - o **Note: with four female and four male players (with one each being catcher or pitcher) at least one woman must play in the infield and one woman must play in the outfield.**
3. Three men and five or six women

The following combination on defense must be maintained:

One man/woman as pitcher/catcher
Maximum of two men in the infield
Maximum of two men in the outfield