



## Slow-Pitch Softball Rules

### Schedule and League Procedure:

1. The league will consist of minimum of 5 teams and top 4 teams will be assured of playoffs.
2. Only the players who have played in 4 or more regular season games, may play in the playoffs.
3. Regulation play is seven innings or until the game has reached the time limit (whichever occurs first). Time limit is 75 minutes per game.
4. The tiebreakers for teams with same records of the regular season games will be as follows (last tie breaker will be a coin flip):
  - a. 2-way tie
    - i. 1st tiebreaker - win/loss record in head to head play
    - ii. 2nd tiebreaker - run differential in head to head play
    - iii. 3rd tiebreaker - fewest runs given up for entire season
  - b. 3-way tie
    - i. 1st tiebreaker-best win/loss record in 3-way head to head play
    - ii. 2nd tiebreaker-run differential in 3-way head to head play
5. Ties at the end of regulation play:
  - a. If tied at the end of seven innings, another inning will be played with the last completed batter starting at 2nd base.
  - b. If another inning is needed it will start with the last completed batter starting at 3rd base.
  - c. If still tied when time expires, the game ends as tied game, unless it is a playoff game. If it is a playoff game, rule b applies until a team win.

### Governing Body:

1. The Recreation Supervisor or Coordinator in charge of sports shall serve as league director and has final authority to make decisions pertaining to all league rules and regulations.
2. All rules and regulations are subject to change at any time by the league director.
3. All players must adhere to the "[SANCRA Sports Code of Conduct](#)".
4. There are no refunds after the registration deadline.
5. The City of Morgan Hill is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication; therefore, we reserve the right to disallow any team name that we feel may be unacceptable due to a racial, religious, sexual, or is otherwise degrading in nature. We ask that all team names, upon submittal, not contain or refer to profanity and/or not be racial or sexually explicit in nature. The City desires to support

positive sportsmanship and games that are free from arguments, disagreements, and distractions. Politically themed names will not be allowed to be used in the league. In the event we need to remove a team name we will change the schedule to reflect the Coaches last name or provide the opportunity for the team to change their name.

Roster and Player Contracts:

1. All players must be 18 years of age or older and on the official team roster to be eligible to play.
2. If an ineligible player is discovered before a game starts, the player is stricken from the lineup and cannot play.
3. If an ineligible player is discovered playing during or after a game, the offending team will forfeit the game immediately.
4. A team roster may have maximum of 16 players. See chart below for co-ed roster rules.
5. A team may add a player to the roster until the beginning of the third game. New players may not be added after the third game. Managers who lose players during the season through injury may petition the league director for replacement of said player.

Forfeits:

1. If a team is not ready to start 5 minutes after scheduled game time, with at least 8 eligible players, the game will be forfeited to the opposing team. Umpire timer is the official time and will start at the original scheduled game time.
2. A forfeit is recorded as a loss. The non-forfeiting team will receive seven runs, the forfeiting team will receive zero. In the event of a double forfeit, both teams receive a loss. A forfeit means lower seeding in tiebreaker situations.
3. **A team shall be subject to a fine of \$50.00 for the first time they forfeit a game. The fine is to be paid prior to their next scheduled game. Unless there is 24-hour notice to the League Coordinator.**
4. If a team forfeits two games, they lose eligibility of advancing to playoffs.

Playing Rules:

1. **Equipment:**
  - a. Metal cleats will not be permitted in the league.
  - b. Bats and masks are not supplied by the league.
  - c. All bats must have a USA and/or ASA Baseball stamp.
  - d. Bats without the appropriate certification or altered in any way are not permitted.
  - e. Bats may be checked by officials at any time. Team managers may request bat checks of the opposing team as they see fit.
  - f. If players are unsure if their bat meets ASA/USA regulations, they should ask the umpire and scorekeeper to review the bat prior to using the bat in a game. There will be no penalty if a bat is deemed illegal as long as it not used in the game.
  - g. If an illegal bat is found immediately after a play, the bat will be removed and the batter is out. If an illegal bat is found in-between innings or after the game, the bat will be removed. In either cases, penalties within the SANCRA Code of Conduct will apply.

**2. Pre-game:**

- a. To avoid having games before 6pm, there will only be 5 minutes in between games. Be sure to arrive early and warm-up off the field. Be ready to play ball at the time of your game.
- b. No batting practice allowed.

**3. Defensive Positions:**

- a. With 9 players playing; there should be 3 females in the field. 1 in the battery (pitcher or catcher, 1 in infield and 1 in outfield).
- b. With 10-15 players playing; there should be 4 females in the field. 1 in the battery (pitcher or catcher, 2 in infield and 1 in outfield).
- c. If a team is starting with 8 players, there may be a courtesy catcher used from the opposing team. This catcher is solely used to return the pitch to the pitcher and cannot be used to make any outs.
- d. With an 8 player start, 2 females are required in the infield and 1 female in the outfield.

**4. Pitching:**

- a. For the safety of the pitcher, all pitching will take place from the second (further) pitchers rubber.
- b. Pitching arc height must be between 6–10 feet. The umpire at his discretion will call out “illegal” for pitch that is not within 6–10 feet. If the batter swings at the illegal pitch, the play will continue.
- c. If the pitch hits the plate or strike mat, it will be called a strike.
- d. A pitch is illegal if the pitcher does not have a foot on the rubber at the time of the pitch. The pitch is called a ball. If the batter swings, the play will continue.

**5. Batting:**

- a. Batters start with a 1-1 count.
- b. 3<sup>rd</sup> foul strike: A foul ball hit when a batter already has two strikes is a third strike and the batter is out.
- c. No team shall score more than eight runs for any of the first four innings of the game (Exception: If a team is behind by more than eight runs, they may score as many runs in one inning as it takes to be ahead by one run). This rule does not apply from the fifth inning to the end of the game.

**6. Run Rules:**

- a. The game is over if a team is ahead by 20 or more runs after completing 3 innings.
- b. The game is over if a team is ahead by 15 or more runs after completing 4 innings.
- c. The game is over if a team is ahead by 12 or more runs after completing 5+ innings.

**7. Running:**

- a. The safety line at home plate must be used at all times. If you do not use the safety line at home, you will be called OUT even if there is no play at home plate.
- b. Tagging at Home: Runners that cross the commit line may NOT be tagged when running home. The ball must be thrown to the catcher as it is always a force out at home if the runner passes the commit line during the play.

## **8. Gameday:**

- a. The batting order must be turned into the umpire or scorekeeper 5 minutes prior to start of game. If there are additions to the batting order, they may only be added to the bottom of the order. If there are replacements, a (fe)male must replace another (fe)male respectively. You may alternate the replacement periodically; however, the replacement or the player that was replaced may not be in another batting spot.
- b. Courtesy runners are allowed under any circumstances in our softball league.
- c. The courtesy runner must be the last (fe)male out for the (fe)male base runner.
- d. If an out by same gender has not occurred, the courtesy runner may be the last out made.
- e. A ball hitting netting will be called 'Foul'.
- f. Power line tower in left field is out of play and fielder must raise both arms up in the air to show "dead ball". It is then the umpire's decision if the ball was out of play. If ruled out of play, the hitter will be awarded an automatic double.

### **Rainouts:**

1. Rainouts will be declared at 1pm game day
2. If the field is unusable due to prior day rains, that will be considered a rainout as well.
3. Rainouts will be rescheduled and added to the end of the season.

### **Co-Ed Rules:**

1. Player roster must follow the chart below.

Number of Players	# of females
8-11	3 or more
12	4 or more

2. Teams may bat in any order and play any defensive position.
  - a. If only 8 players start, 2 females are required in the infield and 1 female in the outfield.
3. Male players may go automatically to 2<sup>nd</sup> base on a walk only if there is a female batting behind them.
4. With two outs the female has the choice, before entering the batter's box, whether she wants to walk or hit.
5. When a female batter is up, all outfielders must remain in the outfield and may not make a play on a hit ball within the infield. If a play is made, the female batter is automatically awarded a base hit and all other runners will advance one base. The outfielder may get the ball in the infield but may not make a play that would cause an out either by fielder's choice, fly ball catch, or throw to a base.