



**Beloit**  
WISCONSIN

## **Parks & Recreation 2019 Adult Softball Rules and Regulations**

### **PLAYING FIELD**

1. Base lines will be 70 feet in distance for Men's and Coed Leagues.
2. The pitching distance will be 50 feet for Men's and Coed Leagues.

### **EQUIPMENT**

1. The official bat:
  - a. Shall not be more than 34 inches long, nor exceed 38 ounces in weight.
  - b. Shall have a **clearly read manufactured stamp** stating the bat is no more than 30 inches long for male batters in the Coed league.
  - c. Shall not be more than 2 1/4 inches in diameter at its largest part.
  - d. Shall have a safety grip of cork, tape or other synthetic material (no smooth, plastic tape), no metal may be exposed in the safety grip area. The safety grips shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat.
  - e. Any bat considered altered shall be illegal (shaved, rolled, re-painted, weighted or modified).
2. The official softball shall be a 12 inch ball for all leagues.
3. Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman.
4. Shoes must be worn by all players. Shoes may be either smooth or have soft or hard rubber cleats. Shoes with **metal spikes are illegal.**
5. Jewelry may not be worn during the game.

## **PLAYERS AND SUBSTITUTES**

1. A team shall consist of 10 players (11 players when playing with extra player or 12 players when playing with extra players in Coed.)
2. A team must have 9 players to start or continue a game.
3. If a team begins play with 10, 11 or 12 players, they may continue with no less than 9 players. When the player(s) who left the game is scheduled to bat, an out shall be declared, if no substitutes are available.
4. An extra player (EP) is optional, but if one is used, it must be known prior to the start of the game and be listed on the scoring sheet under the regular batting order. If the EP is used, they must be used the entire game.
5. Any of the starting players, including the EP, may be withdrawn and re-entered once, provided that the player occupies the same batting position whenever in the lineup. The starting player and the substitute may not be in the lineup at the same time. A substitute may not re-enter the game once they are removed.
6. There are NO Pinch Hitters allowed. A player may not play the field without batting in the line up.
7. Church league teams are allowed to use up to a maximum of 2 women on the playing field at a time for safety reasons.
8. There are NO Courtesy Runners allowed. If a player is hurt in the act of batting and arriving to a base, it is up to the umpire's discretion to award a runner in case of injury.

## **THE GAME**

1. A regulation game shall consist of seven innings or exceed the 50 minute time limit (umpire discretion during regular season). During the post season tournament, the run rules still apply but there shall be NO TIME LIMIT enforced.
2. A game stopped by the umpire due to poor weather conditions, shall be regulation if four or more complete innings have been played, or if the home team is ahead after 3½ innings.
3. The game shall be considered a regulation game, if either team is ahead by 15 or more runs at the end of the third or fourth inning, or ahead by 10 or more runs at the end of the fifth or sixth inning.

## **PITCHING REGULATIONS**

1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
2. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. The pitcher must release the ball the first time the hand goes past the hip.
3. A legal pitch shall be delivered to the batter with an underhanded motion.
  - a. The pitch shall be released at a moderate speed.
  - b. The hand shall be below the hip.
  - c. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
  - d. The pitcher has 5 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".
  - e. A strike shall be any ball that hits any part of the plate or pitching mat (and is within height regulations).

## **BATTING**

1. The batter must take his position within 10 seconds after "play ball" has been declared by the umpire.
2. The batter must have both feet completely within the lines of the batter's box prior to the start of the pitch. He may touch the lines, but no part of a foot may be outside the line prior to the pitch.
3. Each player of the side at bat shall become a batter in the order in which their name appears on the lineup card.
4. A strike is called by the umpire for each foul ball not legally caught including the second strike.
5. The batter is out when a second strike has been called by the umpire.
6. The batter is out when he bunts or chops the ball downward.

## **BASE RUNNING**

1. The batter becomes a batter-runner when three balls have been called by the umpire.
2. The batter-runner is out immediately when he hits an infield fly as declared by the umpire with runners on first and second or on first, second and third base with fewer than two outs. This is the infield fly rule.
3. The batter-runner/runner is out when:
  - a. he/she is running to any base and runs more than 3 feet from a direct line between the base and the next one to avoid being touched by the ball in the hands of a fielder.
  - b. the ball is in play and while they are not in contact with the base, are legally touched with the ball in the hands of a fielder.
  - c. on a forced play, a fielder contacts the base while holding the ball, touches the ball to the base, or tags the runner before he reaches the base.
  - d. they fail to return to touch the base previously occupied when play is resumed after suspension of play.
  - e. they physically pass a preceding runner before that runner has been put out.
  - f. they leave their base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.
  - g. they fail to touch the intervening base(s) in order and the ball is returned to an infielder and properly appealed.
  - h. they batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.
  - i. they interfere with a fielder attempting to field a batted ball or interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is put out, the immediate succeeding runner shall also be called out.
  - j. he is struck with a fair untouched batted ball while not in contact with a base before it passes an infielder excluding the pitcher.
  - k. a defensive player has the ball and the runner remains on their feet and deliberately with great force crashes into the defensive player.
  - l. they fail to keep contact with the base to which they are entitled until a pitched ball touches the ground, reaches home plate, or is batted.
4. A runner is not out when:
  - a. they run behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base line.
  - b. they are touched with a ball not securely held by a fielder.
  - c. a batter-runner overruns first base after touching it and does not make an "aggressive motion" towards second base.

- d. they hold their base until a fly ball touches a fielder and then attempts to advance.
- e. hit by a batted ball when touching their base, unless they intentionally interfere with the ball or a fielder making a play.

## **PROTEST**

1. Protests will not be considered, if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
2. Protests that will be considered concern matters such as misinterpretation of a playing rule, failure of an umpire to apply the correct rule to a given situation, or failure of an umpire to impose the correct penalty for a given violation.
3. The notification of intent to protest must be made, to the umpires immediately before the next pitch or before the umpires leave the field of play at the conclusion of the game.
4. An official, written protest must be filed within 48 hours following the game and delivered to the Park & Rec Office. A \$10 protest processing fee must be included.
5. A written protest must contain the following information:
  - a. The date, time, and place of the game.
  - b. The names of the umpires.
  - c. The rule under which the protest is made.
  - d. The information, details, and conditions pertinent to the decision of the protest.
6. The decision rendered on a protested game will result in one of the following:
  - a. The protest is determined to be invalid, and the game score stands as played. The \$10 protest fee will be forfeited.
  - b. The protest is determined to be valid, the game shall be replayed from the point at which the incorrect rule was applied. The \$10 protest fee will be returned.

## **APPEALS**

1. There are four major appeal plays:
  - a. missing a base.
  - b. leaving a base on a caught fly ball before the ball is first touched.
  - c. batting out of order.
  - d. attempting to advance to second base after making the turn at first base.
2. ALIVE (before time has been called) - an appeal may be made by any infielder during a live ball by touching the base missed or left too soon on a caught fly ball

or by tagging the runner committing the violation if they are still on the playing field.

3. DEAD (after time has been called) - an appeal may be made by any infielder with or without the ball making a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball.
4. Appeals must be made before the next pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout area.

## **POINTS OF EMPHASIS**

1. *EQUIPMENT ON THE PLAYING FIELD* - No loose equipment or miscellaneous items should be within playable territory. Equipment must be kept inside the dugouts.
2. *EXTRA PLAYER (EP)* - If a team uses the EP it must be on the lineup card at the start of the game, and the team must end the game with 11 players (12 in Coed). All 11 players bat but only 10 play defense. Changes with the defensive players may be made each inning, however, the batting order may not change. Any of the 11 may leave the game once and re-enter. A starting player and their substitute may not be in the game at the same time.
3. *FAKE TAG* - A fake tag occurs when a fielder without the ball deceives the runner by impeding their progress (causing him to slide, slow down, or stop running). The umpire will decide if and how many bases will be awarded to the runner.
4. *INTERFERENCE* - The act of an offensive player which impedes, hinders, or confuses a defensive player attempting to execute a play. When interference occurs the ball is dead, someone must be called out, and all other base runner must return to the last base touched at the time of interference.
5. *OBSTRUCTION* - The act of a fielder not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, which impedes the progress of a batter-runner/base runner who is legally running the bases. Whenever obstruction occurs the umpire will declare obstruction and signal a delay dead ball. The ball will remain alive. If the obstructed runner is put out prior to reaching the base they would have reached had there not been an obstruction, a dead ball is called, and the obstructed runner and each other runner affected by the obstruction may be awarded the base(s).
6. *OVERRUNNING FIRST BASE* - After over-running first base the batter-runner may legally turn to their left or right when returning to the base. If any attempt is made

to advance to second base, regardless of whether they are in foul or fair territory, they are liable for an appeal out if tagged by a defensive player with the ball while off base.

7. *OVERTHROWS* - Runners are always awarded two bases on overthrows which become blocked. The two bases are awarded from the last base touched at the time the ball left the throwers hand.
8. *RUN RULE* - A run ahead rule will be used in all regular season games. The run rule is 15 runs ahead after 3 complete innings or 10 runs ahead after 5 complete innings.
9. *STEALING* - Base stealing is illegal, however, the runner is not out. They must return to the base they held at the time of the pitch. A runner may be called out for failure to keep contact with a base to which they are entitled until a legally pitched ball is batted, touches the ground, or has reached home plate.
10. *SUBSTITUTIONS* - All substitutions must be reported to the plate umpire.

### **COED SPECIAL RULES**

1. Coed defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher/catcher positions.
2. Coed teams may play with nine players (4 males-5 females/5 males-4 females). However, defensive positioning must still follow the above rule, minus one player and an automatic out will be called for the #10 batting position.
3. Male batters will use a bat that is 30" or less in length, must bear legal marking sticker. **Each team is responsible for their bat/equipment.**
4. If the EP is used, all 12 must bat, and any 10 (5 male, 5 female) may play defense. Defensive positions may be changed as long as the rational is used that is stated in rule #1. The batting order must remain the same throughout the game.
5. The batting order for coed softball shall alternate male/female. There are no exceptions.
6. On any walk to a male batter (intentional or not), the next batter (a female) has her choice of walking or hitting, up until the first pitch. **If the female elects to hit, the previously walked male is awarded second base.**

### **BLOOD BORNE PATHOGEN PRECAUTIONARY RULE**

1. If a player is injured and there is blood flowing freely, time will be called in order for the player to cover the wound. The wound must be completely covered and cleaned so that there is no blood visible.
2. The player may be required to change clothing if there is blood present. If no additional shirt/pants are available, the player shall not return to play that night/day.