



CO-ED SOFTBALL RULES

1. Team Requirements

- 1.1 Each team may have up to 20 (including coach or manager if they wish to play) players on the roster and as few as 9. Rosters will be locked after the second week of games. After the due date, teams will not be permitted to add players to the rosters.
- 1.2 Only players listed on the roster provided to the Recreation Department and have a signed waiver will be allowed to play.
- 1.3 If an illegal player is found participating or has participated in a game or games – the game or games in which they participated will be forfeited.
- 1.4 Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must remain in the designated seating area. Only players and coaches (maximum of 3) are permitted in the playing area. The officiating will be done by umpires who are in absolute control of the game. The umpires shall have the power to make decisions on any matters or questions not specifically covered in the rules. Line-ups must be completed and issued to the scorekeeper 10 minutes prior to game time.
- 1.5 All coaches/managers must have nine (9) players with waivers and league fees paid by the first game.
- 1.6 Teams will be permitted to pick up players to fill their 10 spots on the field. Only players with signed waivers will be permitted to play. **No picking up extra players to bat 12.**

2. Equipment

- 2.1 Athletic shoes must be worn by all participants. Rubber cleats only, metal cleats of any kind and open toe shoes are prohibited.
- 2.2 All bats must be tested by the ISA and **must have a 1.20 BPF stamped on the barrel**. All bats having the 2004 certification mark and up are allowed for use.
- 2.3 If caught using an illegal bat: Player will be ejected from the game and will be suspended for the season. To prevent any possibility of ejection, please do not bring the bat into the softball complex, or use it for practice swings or anything of that nature.
- 2.4 Umpires are allowed to remove bats from a game if they are thought to be illegal. If a player refuses to turn over a bat to the official, that player will be ejected from the game and suspended the rest of the season. If a fielder is hit by a ball, the bat used will be taken and tested.

- 2.5 If a bat is taken, the serial number for the bat will be written down on a receipt book, the player will receive a copy of the receipt. The bat will then be sent off where it will be checked for compression. If the bat fails the compression test the player will be banned from Putnam County Parks and Recreation Department softball for two years.
- 2.6 **No Titanium or Senior bats are allowed, as well as the Miken *Ultra II*.**
- 2.7 Classic M USSSA 12" (40/325) & Classic W USSSA 11" (44/400) softballs will be used. Classic M's will be used for the men and Classic W's will be used for the women. Women will have the option to hit the men's or women's softball.

3. Substitutions

- 3.1 Free substitution is allowed. A substitute will be considered any player not in the original batting lineup. A substitute must inform the scorekeeper if they are replacing a starter in either the lineup or in the field. They must hit in the same slot as the player they are replacing.
- 3.2 An automatic out will be awarded if a player who is listed in the batting order is unable to bat (assuming a substitute is not available). An automatic out will also be awarded at the time of player's at bat if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place.

4. Length of the Game

- 4.1 **GAME TIME IS FOREFIT TIME. Players must be in the dugout or on the field at the scheduled time of play. Players in the parking lot or on their way to the game will not be accepted as part of the nine.**
- 4.2 The game times will only be extended if:
There is no umpire to call the game at the time the game is supposed to start
There is no scorekeeper at the time the game is supposed to start.
- 4.3 A regulation game consists of a maximum of seven innings. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made. Teams can warm up between the fences of fields 1, 2 and 3 PRIOR to the start time. Teams should be ready to play at their scheduled time.
- 4.3 Run rules will be as followed.
20 run rule in the 3rd
15 run rule in the 4th
10 run rule in the 5th
- 4.4 A game is considered official after four innings. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

5. Sportsmanship

- 5.1 At the umpire's discretion, a player may be called out and ejected from the game for swinging or throwing the bat in a dangerous manner. All runners must return to their original bases. If a bat was thrown then the offending player will be ejected and cannot be replaced.
- 5.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately forfeit the game.

- 5.3 Teams must leave the dugout and remove all trash and equipment immediately following their game.
- 5.4 During the game all equipment must remain in the dugout (including all bats, balls and gloves).
- 5.5 If there is any fighting on or around the playing area, players involved will be suspended from one game to up to a year.
- 5.6 Offensive or foul language of any kind will not be tolerated. Any player or team caught using foul or offensive language will be warned first (the warning goes for both teams) and if it continues the player will be ejected from the game.
***John Theobald Sports Complex is family oriented facility and we expect players, coaches, and fans to act as role models for the youth at our facility ***

6. Running

- 6.1 No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the umpire.
- 6.3 Each team will designate 1 runner (Male and Female) to serve as pinch runners for the ENTIRE game. Men can run for men and women for women ONLY. Pinch runners can run as many times per inning as they would like. It must be the same person each time.
- 6.4 The base distance is 60 feet.
- 6.5 When the ball is thrown over the fence or into the dugout, all runners will be awarded one bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.
- 6.5 Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.
- 6.6 Any runner who is not in contact with a base and is in fair territory when struck by a batted ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out and the batter is awarded first base.
- 6.7 A runner may choose either to slide into a base or simply avoid contact. A runner who leaves the base path will be called "out".
- 6.8 In the case of a possible double play, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the batter-base runner may be called out.
- 6.9 A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

7. Batting

- 7.1 Chopping and bunting are not allowed. The batter must take a full swing. Penalty: batter is called out and base runners must return to their original bases.
- 7.2 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the umpire shall call a strike on the batter.
- 7.4 Home run rule will +1. Each team will be permitted three **(3)** home runs, after each team has hit their 3rd home run, they can go one (1) up. Teams CAN NOT go one (1) up in the bottom of the last inning.
- 7.5 After hitting a homerun over the fence, the batter will "hit and sit" to preserve game time. All runners on base at the time of the homerun can return to the dugout.
- 7.6 When batting, a team may only have the current batter, the on-deck batter, and 1st and 3rd base coaches outside of the dugout. The rest of the team must stay in the dugout.
- 7.7 If your team has 10 players to start and no substitutes and one of the players has to leave the game for whatever reason (work, meeting, etc., or is ejected from the game) your team can finish with 9 players but when the tenth players batting slot comes up that bat will be counted as an automatic out.
- 7.8 If a male batter walks with a female batter behind him, the female has the option to hit or walk. Regardless of the female's choice, the male still advances to second.

8. Pitching

- 8.1 Prior to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. No "fake pitching" or "pumping" the softball. Pitcher will receive a warning on the first offense; the second offense will be a ball on the batter and if there is a third for the game the batter will automatically walk.
- 8.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitching rubber until the ball leaves the hand.
- 8.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as a slow pitch.
- 8.4 The ball must be pitched with a minimum arc of at least 4 feet from the ground and must not reach a height of more than 10 feet at its highest point from the ground. Penalty: Illegal pitch. The batter has the option to swing at an illegal pitch.

9. Infield Fly Rule

- 9.1 An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there are runners on first and second, or first, second and third with less than 2 outs. The umpire will declare the infield fly rule and the batter is immediately out. Base runners cannot be forced out and may advance at their own risk.

10. Rule Clarification

- 10.1 A ball slips from the pitcher's hand during the back swing, is dead and no pitch is declared. All subsequent action on that pitch is canceled.
- 10.2 A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.
- 10.3 If a batting team has an "automatic out" due to an ejection or injury following the current batter and the current batter is walked, the "automatic out" will NOT be counted and the batting order will continue, skipping the out.

11. Fielding

- 11.1 There must be a minimum of 2 women will be in the infield (if the pitcher is a male the catcher must be a female and vice versa) and 3 total women on the field.
- 11.2 There will be Co-Ed Line at 200' in the outfield; the outfielders must stay behind the line when a female batter is up and until the ball is hit.

13. Game Cancellations Due to Weather

- 13.1 A game may be canceled at any point due to inclement weather.
- 13.2 If a game is canceled and has been played through 4 innings it is considered a complete game (or 3 ½ innings if the home team is winning)
- 13.3 If a game is canceled and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)
- 13.4 Games that are canceled prior to being played due to weather will be rescheduled if possible.
- 13.5 Games that have been cancelled will be made up IF necessary.

14. Umpires and Scorekeepers

- 14.1 The umpires are representatives of the Putnam County Parks and Recreation Department and as such are authorized and required to enforce the rules and regulations. They have the power to order a player, coach, manager, or captain to do or omit to do any act which in their judgment is necessary to give a force and effect to one or all rules of the Putnam County Parks and Recreation Department Softball Programs. The plate umpire will have the authority to make decisions on any situations not specifically covered in the rules.
- 14.2 The official scorekeepers will come from the home team of each game and will keep records of each game assigned.

15. Practice and Field Reservation

- 15.1 All filed reservations must be made 24 hours prior to intended use of fields or lights.

Absolutely **NO ALCOHOL** allowed, period. By Florida Law, alcoholic beverages are prohibited on County property.