



CO-ED SOFTBALL GAME RULES

The MJCC will use the ASA Co-Ed rules with the following exceptions:

OFFICIAL GAME:

Regular Season: A game is considered official once three innings have been satisfactorily completed. This means that three full innings have been played and the visitor is ahead, or 2 and 1/2 innings have been played and the home team is ahead.

A game is considered complete when six innings have been satisfactorily played. This means that six full innings have been played and the visitor is ahead, or 5 and 1/2 innings have been played and the home team is ahead. If a game is tied at the end of six innings AND in the opinion of the official it is permissible, a seventh inning may be played.

No inning may be started after 50 minutes have elapsed from the start of the game. The current inning will be completed and the game will end. If the home team is winning at the time and is at bat, the game will be stopped (all runs scored in that inning will be counted).

Playoffs: A game is considered official once five innings have been satisfactorily completed, unless one team has won the game based on the "Mercy" rules (see below). This means that five full innings have been played and the visitor is ahead, or 4 and 1/2 innings have been played and the home team is ahead.

If a game is halted because of weather, field problems, injury, etc. and less than three complete innings have been played, the game will be restarted from the beginning. If a game is halted after three complete innings, but less than the mandatory five, the game will be restarted at the beginning of the half inning in which it was stopped.

MERCY RULE: A game will be stopped because of the "Mercy" rule in the following instances:

- **One team is leading by 18 or more runs after 3 innings.**
- **One team is leading by 13 or more runs after 4 innings.**
- **One team is leading by 10 or more runs after 5 innings.**

The "Mercy" rules will be enforced. It is not the discretion of the teams to waive the rule.

PITCHING: The legal pitch arc is 6' - 12'. Pitches that are too low or too high will be called "illegal pitch" by the umpire and are automatically balls. However, the pitch is live and can be put into play by the batter. If the batter swings, the "illegal" status NO LONGER applies. (If the batter swings and misses it is a strike.)

No quick pitching is allowed. The pitcher must allow the batter a chance to get set or reset. The umpire will stop play if a pitcher is not allowing the batter time to set and will issue a warning. Repeated warnings may result in ejection.

However, once a batter is set in the box, the pitcher may pitch.

ELIGIBLE PLAYERS: All players must be 18 years of age or older. ALL players are required to sign a release of liability waiver before participating (this is indicated by signing the roster).

A team must have at least 6 of the players from its roster to begin the game. Teams will be allowed to pick up players to field nine players to proceed with game. The league will not govern where additional players will play on the field.

ROSTERS: Rosters must have a minimum of 10 players and a maximum of 15.

- Teams can field a maximum of 10 players. If a team fields the maximum 10, the ratio of male to female players must be no more than 8 male players and no fewer than 2 female players.
- If a team cannot field ten players, they are permitted to play with as few as 8 players.
- **AUTOMATIC OUT:**
The only instance in which a team may take an automatic out is if they only have one (1) female player. An automatic out will be included in the line-up as the second female player. A team must have a minimum of eight (8) players to begin the game.
- **If a team has no female players the team may only field 8 players and include two automatic outs at the end of the line up.**
- No **PLAYER** may bat more than once in the line-up*.

Batting Line-up rules: Batting line-ups are not specified by the league. The order of the male to female batters is not governed by the league. A team may bat all of the members of the roster who are present in their line-up.

Once a batter is in the batter's box, play is live and the pitcher can proceed. **The batter must ask for time, and be granted it, by the umpire. The simple act of stepping out of the batter's box does not mean time is called.**

A batter will be allowed to step out once during an at-bat, but repeated delays will not be allowed.

Fielding/Positioning rules: There is no requirement for infield/outfield positions of males and females. Meaning, all three or more females could be in the outfield together, or split between all positions.

All teams must provide their own catcher. If they field less than the maximum 10 players, they cannot have the other team provide a catcher or use a player that cannot participate in live play.

Batting Rules:

- All batters start with a 1-1 count. Batters will also be allowed the courtesy foul after their second strike.

WALK RULES

- If a male batter is walked in front of a female batter, that player is awarded second base and the female player has the option to hit or walk to take first base.

HOME/AWAY: The home team is pre-determined by the MJCC and will be noted in a schedule distributed prior to the season.

SUBSTITUTION: Players are free to enter and re-enter the game without penalty.

LINE-UP: Teams can bat as many players as are present from their roster. Line-ups must have a minimum of eight batters. Teams can field a maximum of 10 fielders

Late line-up additions: Teams may only add players to the line-up after the player has arrived to the field. It will not be up to the scorekeeper to remember who is present and who is not. Captains must inform the scorekeeper when new players arrive and when to add them to the bottom of the line-up.

***COURTESY/SUBSTITUTE RUNNERS:** Teams may be allowed one courtesy runner an inning.

OUTFIELD ARC: A line in the outfield will be denoted. When a female batter is up, all the outfielders are required to stay behind that line until contact is made by the batter.

SPECIAL SAFETY RULES

FIELDER INTERFERENCE - HOME PLATE: No fielder may be in the runners path without the ball. The fielder cannot be standing on home plate or in the runners direct running path unless they are already in possession of the ball. If the player covering home (catcher, pitcher, etc) is deemed to be "in the way" by the umpire, the runner is automatically safe, a dead ball is called, and if any collision occurs, the fielder is ejected.

If the fielder does have possession of the ball, the runner must make every effort to avoid a collision with that fielder. If, in the opinion of the umpire, the runner did not "give themselves up" and a collision occurs, the runner is ejected.

A fielder may enter the runners' path in an attempt to catch a throw. A legitimate attempt to make a play will not be considered interference.

For all plays at home plate, any fielder (catcher, pitcher, etc) that is standing in fair territory is, by rule, not impeding the runners' path. **STANDING ON HOME PLATE WITHOUT THE BALL IS INTERFERENCE**

Similar rules apply at first, second, and third base. Any player not attempting to make a play cannot stand on the base or directly in the runners' path. If the fielder does so, and a collision ensues, that player is automatically ejected.

Base Coaching: Teams are permitted to have ONE base coach at first and third base. The coaches are not allowed to physically assist the base-runner in ANY WAY. If the umpire decides that a team is abusing the base coach privilege, they can decide that the team can no longer have any base coaches during that game.

Some examples of "assisting the runner" is touching them during live play or blocking the running path so that they do not attempt to advance.

Also, if a base coach at either first or third base enters the playing field during live play (before the umpire calls time), the lead base-runner is automatically out and all the runners have to return to their bases (regardless of whether or not the offending coach interfered with the play).

Base coaches may NOT have their mitt (glove) on or visible to the fielding team. If they want to bring the glove out with them, have the player leave the glove on the ground by the fence in front of the dugout.

RUNNER SAFETY ZONE (FIRST BASE): Note that the orange “safety” base is for the runner ONLY and is not for the fielders. A fielder making a play on the orange base will be considered to have crossed into foul territory.

If a fielder illegally crosses into foul territory and creates a collision with the runner, **that fielder will be ejected from the game.** No exceptions to this rule.

DUGOUTS: Other than the batter and the players on base, the only players from the batting team that should be out of the dugout are the on-deck and base coaches.

GAME EQUIPMENT:

Balls - MJCC will provide the game balls.

Gloves - Players are required to provide their own ball gloves. Every player in the field MUST have a ball glove.

Bats - MJCC will have game bats available, but it is suggested that teams provide their own. Again, ASA rules apply here.

Sneakers/Cleats - Proper shoes are required for all players. Players are not required to wear cleats or spikes. Metal spikes are prohibited. Players may not play in sandals or open toed shoes.

RAIN-OUTS: The MJCC will make every effort to contact teams in the chance of a rainout or cancellation. The MJCC will follow this protocol: All Captain’s will be called on the number provided to the MJCC. Second, the MJCC will email all players in the league if their email has been provided to the rain-out email blast. It will also be the responsibility of the team captain to contact the players on his/her own team.

If games are rained out, the MJCC will attempt to reschedule all games. However, the MJCC may not be able to reschedule all games.

PROTESTS: Once a game is declared official, protests will only be accepted in extreme circumstances, and an official response must be submitted to the commissioners for review.

***CONFERENCE WITH OFFICIAL(S):** Only the player designated as the captain by the team prior to the game is allowed to conference with the umpire(s) during the game.*

***FORFEITS:** If a team is unable to field enough players by five minutes after the scheduled start time, then the game is considered a forfeit (see the minimum player rules)*

***PLAYOFFS:** To be eligible for playoff and/or tournament play, a player must meet the minimum eligibility requirements (played in four games) and be on the roster.

OFFICIALS: The MJCC will provide at least one paid and certified umpire for every game.