



**CITY OF SAN CARLOS
CO-ED SOFTBALL LEAGUE
RULES AND REGULATIONS**

PLAYER ELIGIBILITY

1. All players must be 18 years of age or older and out of high school.
2. Ten players make up a team, a maximum of 20 per team.
3. Managers may make roster changes up until the start of the third league game.
4. Players may not be on 2 different team rosters and players may not transfer from one team to another.
5. Teams may borrow a player from a different team if it will prevent a forfeit. The team NOT borrowing a player must be made aware of the situation and agree to play. If the team does not agree, the game will be ruled as forfeit for the team lacking players.

TEAM ROSTERS

1. Each team should carry a minimum of 10 players and maximum of 20 players on their roster.
2. Rosters are due prior to playing your first game and are expected to be finalized after the 3rd week of the season.
 - a. Incomplete rosters after week 3 will affect eligibility to play in games moving forward.
 - b. Team members who have not signed by week 3 will not be allowed to play for the rest of the season.

EQUIPMENT USED

1. Separate balls for men and women will be used. 12" ball for men and 11" ball for women.
2. No metal cleats. Rubber cleats only.

REGULATION TEAM

A defensive team is composed of 10 players: 5 men, 5 women. Teams may **not** play with less than 4 men or 4 women at any time. If only 4 women are present, then only 5 males may be on the field. If only 4 males are present, 6 females may be on the field. Even if only 4 women are present, the pitcher OR catcher must be female. A 6th male may not fill a vacant female position.

FIELD POSITIONS

Pitcher-Catcher must alternate male-female. Infield split between male-female (2 and 2). Outfield positions are optional as long as they are split 2 and 2 (male and female). All players must begin and finish the inning in the same position, with the exception of the pitcher, who may switch with another player, or be substituted for.

BATTING ORDER

1. The batting order shall alternate male-female-male or reverse. If you have more women than men, the next female in the batting order shall come to the plate to bat. Two males may never bat back-to-back. Women may bat back to back. Please submit a batting order for men and a separate one for women indicating which is to bat first.
2. If you start with the entire team in the line-up, you should finish with the entire team in the line-up. If a player leaves early, you must report it to the scorekeeper. If you are planning on using an entire team batting order and a player has not shown up at game time, you may insert the player into the game at the end of the line-up until the batting order has completed a turn at bat. If a player then shows up, the player may only be inserted as a substitute and the player substituted for may re-enter the game only once. If you

are using an entire line-up, players may enter and re-enter the game on defense, including the pitcher. You do not have to report defensive changes to the scorekeeper. If a player is injured and must leave the game, a substitute is unavailable, and there are at least 8 players to continue, you may close up the line-up without penalty. If a player must leave for other reasons, a substitute is unavailable, and there are at least 8 players, that batting spot is an “out” every time it comes up.

PLAYING RULES (ASA RULES WITH THE FOLLOWING EXCEPTIONS)

1. All players must be 18 years of age or older and out of high school.
2. Offensive players must AVOID CONTACT when a play is being made on them at any base. Sliding into a base is optional. Once a runner has passed the commit line, it is automatically considered to be a force out play and the runner may NOT be tagged. Doing so will result in a “safe” call and a run scored.
3. No fake tags on players.
4. Players may substitute into the game defensively at any time. Male for male, female for female.
5. The team at bat must provide a player to pitch their own team. This pitcher must stand in the designated 8-foot circle and pitch. The defensive pitcher must also start with one foot in the circle but may leave once the ball is either hit or crosses the plate. If a batter hits the player who pitches the ball with the ball, the umpire must declare the batter out. A batter is allowed three pitches. Fouling off the third pitch is an **OUT**. If a pitch hits the ground, it is considered a dead ball but still counts as a pitch. A batted ball hitting the protective pitcher’s screen is a dead ball and still counts as a pitch. **The exception to the three pitches is:** if the third pitch is batted and hits the screen, one more pitch will be allowed totaling 4 pitches. The offensive pitcher must bring a mitt out to protect themselves, however, if the ball is fielded by that offensive pitcher the batter will be out.
6. Games are 7 innings or one hour (whichever occurs first). Once an inning has started it must be completed. In case of ties, the “international tie-breaker rule” will be instituted, time permitting. Forfeit time is game time.
7. Commit lines and veer lines will be used. Touching home plate will be an out. All plays at home plate are considered force out plays. Tagging by any player is not permitted once the runner has crossed the commit line.
8. Teams may add players onto the bottom of their lineup card after the game has begun.
9. Outfielders may not come into the infield to make a play. A ball touched first by an infielder is considered live and playable by anyone.
10. In the event of an injury from a batted ball, the bat will be temporarily confiscated for validation of legality by an umpire or scorekeeper.

RUN RULE

A 12-run rule will be in effect after the completion of the fifth inning. A 20-run rule will be in effect after the completion of 4 innings. **NOTE: DURING PLAYOFFS, THERE WILL BE A 12-RUN RULE IN EFFECT FOR ALL GAMES EXCEPT THE CHAMPIONSHIP GAME. DURING THE CHAMPIONSHIP GAMES A 15-RUN RULE WILL BE IN EFFECT AT TIME LIMIT.**

PROTESTS / FORFEITS

Protests are not allowed on judgment calls. If protesting a game, all of the following must be completed:

1. Notify the umpire and score keeper at the time of the protest. The following information must be recorded: inning, outs, players on base, batter, and the count on the batter.
2. Submit a typed protest explaining the protest and the specific rule misinterpretation and submit to the Athletics Office by 5:00 pm the next working day; protest may be emailed or faxed.
3. A \$25.00 protest fee must accompany the typed protest. If the protest is upheld, the \$25.00 fee will be refunded. If the protest is denied, the \$25.00 fee is deposited in the general fund.
4. The protest will be ruled on as soon as possible.

5. A team is allowed one prearranged forfeit per season without charge. Any further forfeits are subject to a \$25.00 fee that must be paid before the team's next league game. Teams that have 3 or more forfeits may be asked to leave the league and their opponents' games be rescheduled.

Revised -05.11.23-