



## Men's, Adult Coed, & Youth Coed Softball Rules

Updated May 2024

**No one may be added to a roster after the freeze date designated by Buckhead staff. Freeze out date will be set at the Coaches/Captains Meeting.**

- Improper attitude/behavior will not be tolerated. There will be no questioning or arguing about judgment calls, all rule infractions may be handled by the coach, and only in a proper manner.
- ***Lineup should be submitted to the scorekeeper with player first initial and last name written on lineup sheet. Coaches will be responsible for giving attendance sheet to scorekeeper before/after the game. This will help ensure players are eligible for the post season tournament.***
- ***Players must play in 2 games to be eligible for post season play.***
- Base distance is 70 feet, and the pitching distance is 50 feet.
- ***All players must wear their team jersey or a jersey of like color with a number on the back.***
- Men and Coed Leagues will use a 12" ASA/USA stamped ball. All balls will be a .52 core 300 compression. Game balls will be provided by Buckhead.
- First team listed on the schedule is the home team and is responsible for a pregame prayer. A scorekeeper will be provided by Buckhead for all adult games.
- If a sub must be added because of an ejection/injury, the sub must be IN THE DUGOUT. If they are not in the dugout, they are not eligible to come into the game.
- The captain/coach must tell the ump when subbing.
- There is a zero-tolerance alcohol and tobacco policy. Teams will be asked warned the first time, will forfeit their game the second time, will forfeit the rest of their season for third time. This is ANY one person from the team.

**2018 ASA/USA slow-pitch rules will apply except for the following:**

- **Game Time** – A 10-minute grace period (which counts towards game time), will be allowed before a forfeit is called. Must have nine players present to begin a game. An out will be taken for your tenth batter if the tenth batter is not present. A team can complete the game with eight players in the event of an injury or emergency. There will be an out assessed to the departing player's position in the batting order if only eight players are left. If a game begins with 9 players and a 10th player shows up, they may be added in the field and must be placed at the end of batting order. ***A player may be "picked up" from another team to avoid a forfeit unless the opposing team does not agree on the added players with a maximum of two players being added.***
- ***If the picked up player(s) hits an out of the park home run that will be counted as a foul.***
- ***Picked Up players may only play catcher or outfield.***

- **Penalties for teams who consistently pick up (3 game limit and then after that it's a forfeit)**
- **Players MAY NOT be picked up in tournament play.**
- **Extra Hitters** - All players present may be placed in the batting order, only 10 plays in the field at a time. A team may not add an extra hitter to the lineup after the game has begun. That player can hit but must sub for another player.
- **Extra Innings** - Ties will result in an extra inning with the batter facing a 3-2 count, no courtesy foul. The batter will have one pitch to take a walk, hit, or strike out. **Regular Season - a tie will be called if there is no winner after one (1) complete extra innings.**
- **Tournament play**-Extra innings will last until a team has won the game.
- **Time Limit** – A new inning will be started if any time is left. Game time limit is an hour. Players will be encouraged to expedite changing of field between innings. Pitcher will only be allowed warm up pitches as time allows.
- **Home Run Rule** – All leagues home run limit of 3 plus the "1-up Rule." This rule allows any team that has reached its homerun limit to hit another homerun if they are not more than one homerun ahead of the opposing team. For example, If team "A" has hit their 3 homeruns and team "B" has not hit their 3 homeruns, team "A" is not allowed to hit anymore homeruns; but if team "B" has hit their 3 homeruns, team "A" would be allowed to hit a 4th homerun (and if they do so, team "B" would be allowed to hit their 4th and 5th homerun- then "A" would be able to hit their 5th and 6th, etc...) NOTE: The home team in their last at-bat (5th or 6th inning to cause a "Run Rule" game, or the 7th inning, or any following extra inning) may go "1-up" in homeruns over the visiting team. This means that the either team can "1-up" at anytime, even to end the game. In all instances any additional home runs after reaching the maximum allowed at that time in the game, results in an "Out" for that batter.
- **Batting**- All batters will start with a 1-1 count with a courtesy foul. Coed: You can bat all your players if you have equal numbers of men and women. The order will be male, female, male, female with no men batting back-to-back but if you have more women than men, you can bat women back to back. You must bat in your printed batting order given at the start of the game.
- **(Coed)** – Regular Batting Lineup-teams can have 5 males and 5 females and alternating pitcher/catcher. Teams who don't have 5 females will take an out on the missing player. You may bat more females than males.
- **Sub-Re-Entry Rule: If a player is taken out of the batting order for a substitute, that player can "re-enter" one time but must return for the player that replaced him/her in the batter order. A player that starts the game as a substitute CANNOT re-enter once being removed from the game.**

- **ASA Bats only**

- Slaughter Rule - If one team is ahead by twenty (20) after 3 innings, or fifteen (15) after 4 innings, or ten (10) after 5 complete innings the game is over.
- **Intentional Walk** - If a team wishes to intentionally walk a batter, the pitcher need only to notify the umpire behind home plate. No pitches are thrown.

- **Pitching Screens**

\*Pitching screens are to protect the pitcher from any injury or line drive hits.

\*The screen must always remain in place on the field. The screen is optional to use/stand behind, but the pitcher is taking the responsibility of getting hit or injured.

\*So, the rule stands if the ball hits the screen the ball is called a foul.

- **Stealing Bases -**

**\*There will be no base stealing!**