

PREMIER CO-ED SPORTS
SLOW-PITCH SOFTBALL RULES

Official ASA Co-ed playing rules will be used except where changes are noted in these rules.

I. The Playing Field

1A. Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- a. The softball diamond is a square with equal sides of 60 feet or about 20 paces;
- b. The pitching strip is in the center of the diamond, 46 feet or just over 15 paces from home plate, and directly aligned with the first base/third base diagonal.

II. Equipment/Attire

2A. Athletic shoes are required. Metal cleats are not allowed.

2B. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.

2C. Each team shall furnish all team equipment necessary for each game.

2D. Players are required to wear same-color jerseys (preferably those provided by PCS).

2E. Teams will provide and hit their own softballs. Teams will provide one 11 inch ball for females and one 12 inch ball for males. In both, female and male, the ball can be either .44/375 or .52/300. The balls may be yellow optic cover/red stitch or white cover/red stitch.

III. Officials

3A. Games must be officiated by at least one umpire. The Head Umpire governs all game play and issues all final rulings. Other officials may assist when available.

3B. Umpires have jurisdiction over play and may call off a game due to darkness, rain or other cause at the umpire's discretion.

IV. Player Eligibility

4A. All participants must be 21 years or older by the first game and have ID at games.

4B. All participants must have filled out the waiver & purchased an ID card from PCS.

4C. All participants must be on the team's roster.

V. Teams

5A. Each team roster must consist of a minimum of 12 and no more than 20 players.

5B. Teams must field at least eight players and no more than ten. Everyone on the roster must bat. Teams can field 10 players (minimum 4 females), 9 players (minimum 3 females), or 8 players (minimum 3 females).

5C. Each team shall have one Captain, the captain will be responsible for the team.

The Team Captains must ensure that:

- a. All team players must bat in the same order.
- b. Only the Captain may request a conference with the umpire to dispute calls.

5D. Each team captain must submit a completed PCS roster/waiver before the 2nd week of the season. No changes may be made after the 4th game.

VI. LINE-UPS / GAME TIME

6A. The first team named on the schedule designates the home team that will occupy the 1st base bench. The home team is responsible for keeping the official scorebook. The visitor team may elect to keep a back-up scorebook for verification purposes only. Any discrepancies will be handled at the umpire's discretion.

6B. All Teams must submit a line-up card to the official scorekeeper which is due 5 minutes prior to the scheduled game time. Line-up cards must have players' first initial, last name, and uniform number. Violations of this rule may result in a forfeit.

6C. Batting Order: Teams must field at least eight players and no more than ten. Everyone present at the game may bat as long as no more than 2 males bat in a row (i.e. 2 males, 1 female, 2 males, 1 female, etc. or vice versa). If a team's line-up is reduced due to injury, there is no penalty as long as the batting order rule is still followed. However, if the injury breaks the "2 in a row" rule, the team must take an out for the missing player each time that position comes up in the batting order. If a team's line-up is reduced for any reason other than

injury, the team must take an out each time that position comes up in the batting order (if no legal subs are available).

6D. A team having eight (8) players present at game time prior to the first pitch must begin play immediately or the umpire, after a two minute fair warning, will forfeit the game. Teams may start with eight (8) players (minimum 3 females) without charged out penalties for missing players.

A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and reentered later in the same spot in the batting order.

6E. The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after 60 minutes of playing time. The umpire's watch shall be the official time. **The scorekeeper shall record the official starting time of each game in the scorebook.**

EXCEPTION: If both captains agree, game may be started before scheduled game time.

6F. Slaughter Rule: If five (5) innings have been played (4 ½ if the home team is ahead) and one team is leading by ten (11) runs or more, the game shall be called.

6G. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed. Starting time shall be as indicated on the playing schedule.

6H. All batters shall assume a one-ball, one-strike count upon entering the batter's box.

XII. Defensive Positions

7A. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one(1) female in the outfield and at least one (1) female in the infield (pitcher and catcher count as infield in regards to this rule).

7B. All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

VIII. Substitutions

8A. A female may only substitute for a female, a male for a male.

8B. Teams may substitute freely on defense each inning.

8C. If substitutions must be made offensively when batting all present players would violate the batting order rules, players may only re-enter in the same spot in the order. (i.e. If a team has too many males, one or more can take turns batting each time through the line-up ... both are allowed to play defense).

IX. Regulation Games

9A. Regulation games last 7 full innings. Games will be no more than 1 hour in length.

9B. A game that is called off by the umpire after 4 full innings of play shall be considered a regulation game.

The game score at end of the last full inning shall determine the winner. *In the event of a tie score at the end of the game, extra full innings shall commence until a winner is determined.

9C. A game that is called off by the umpire before 4 full innings of play shall not be considered a regulation game.

9D. A team Captain may raise protest with the umpire for blatant rule infraction, but will accept the umpire's final ruling.

X. Running

10A. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

10B. Neither leading off base, nor stealing a base is allowed. A runner off of his/her base when the ball is pitched is out.

10C. After a batted ball is caught, runners must tag their originating base before running to the next base. All ties will go to the runner. Runners may overrun first base only.

10D. In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a

teammate's over-the-fence home run or walk, all bases must be touched in order. If not, the opposing team may appeal to the umpire that the player missed a base and the player will be declared out. If that player scored on the play, that player's run will not count. If that is the third out of the inning, all other runs scored by players touching all bases in order will still count.

10E. No blocking the plate (runner gets priority)

XI. Fouls

11A. A foul counts as a strike.

11B. A foul on the third strike is an out. No courtesy foul.

XII. Outs

12A. A count of three outs by a team completes the team's half of the inning.

12B. An out is:

- a. A runner tagged by the ball in fielder's hand or glove at ANY time while not on base;
- b. Any batted ball (fair or foul) that is caught;
- c. A fielder catching the ball with their foot on the base to which a runner is forced to run.
- d. A runner off of his/her base when the ball is pitched.
- e. A ball hit when the batter steps out of the batter's box.
- f. An intentionally bunted ball.

XIII. Ball in Play

13A. Ball is in play until the umpire declares the play is dead and will call "time".

XIV. Designated Runner/Player Positions

14A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and batting order position previously held.

14B. If a player is ejected, injured, or becomes ill cannot continue, the lineup will continue in the same formation, less the removed player.

14C. The pitcher may be replaced on the mound once per inning.

XV. League Standings

15A. League standings shall be the basis of tournament seeds. Ties for 1st & 2nd place in the league standings shall be broken by 1) games won in head to head, 2) run differential in head to head, 3) run differential in overall games.

XVI. Forfeits

16A. Forfeits: Using illegal players and or not enough players. Participants are only allowed to play and appear on one team roster per season.

XVII. Miscellaneous

17A. This is a PCS league on private grounds, therefore all Knights of Columbus rules and policies apply.

OUTSIDE ALCOHOL MAYNOT BE BROUGHT IN!