



### CLUBWAKA Coed Softball Rules

CLUBWAKA Softball contests will be governed by the official rules of the Amateur Softball Association of America (ASA) with the following modifications:

1. Safety base at home plate must be used at all times, except if there is an out of park homerun. If there is an out of park homerun (no play at home), then the hitter and base runners may cross the safety base or home plate base. If you do not use the safety base at home plate in all other situations, you will be called out. The safety of the players is our main concern so the umpire will be enforcing this rule. Please also remind your teammates before and during every game of this rule. Thank you for your commitment to keeping our leagues safe!
2. Courtesy Runner Rule: You are allowed to use a courtesy runner only if the batter makes it to first. If the batter gets to first safely, then the courtesy runner used will be the LAST guy or girl who was out. You may not use a courtesy runner from home to first base.
3. Infield Fly Rule: The batter will automatically be called out if there are less than 2 outs with runners on first and second or the bases are loaded and there is a pop fly which the umpire judges could be caught by an infielder in fair territory. The infield fly rule is called by the umpire and the play is dead.
4. Pitch Release Area: Pitchers must release the ball from the rubber area. This rule is to protect pitchers. If the pitcher moves away from the rubber closer to home plate to release the pitch, your umpire may call a flat pitch.

#### Bats

Each team must supply their own bats. Bats must be ASA certified and not appear on the list found here: [http://www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)

#### Helmets

Helmets are optional. We do not provide helmets for any of our leagues. Each team may bring their own helmets to use if they feel it is necessary.

#### Players

A full team consists of 9 players. There may not be more than 5 players in the infield. A maximum of 5 males allowed on the field at all times.

#### Lack of Full Team

If you do not have a full team ready to play at start time you may play with a minimum of 8 players (minimum of 3 females, or 3 males). If you do not have at least the minimum you must forfeit. You may split up the players on both teams there and play for fun.

## Attire

Please remove jewelry. No metal cleats. Please wear your CLUBWAKA t-shirt to each week's game.

## Sliding

Sliding is allowed except at home plate.

## Safety Base

1. Safety base at first base must be used whenever the ball is hit into the infield or if there is a play at first base or the runner will be called OUT. If the ball is hit into the outfield then the runner may use first base to round the bag to second base. In this case, the first baseman must move off the bag to allow the runner to round first otherwise it will be called obstruction and the runner will automatically be called safe at second.
2. Tagging at Home Plate: Runners that cross the commit line may NOT be tagged when running home. The ball must be thrown to the catcher otherwise the base runner will be called safe.

## Time Limit

Games are seven innings or 55 minutes. Innings started before the time limit will be finished. Starting a final inning is up to the discretion of the umpire. Games called after 5 innings is considered a completed game.

Teams are given a 5-minute grace period to avoid forfeiting. If after 5 minutes a team doesn't have the minimum of 8 players present, their team will forfeit. (For example, if game time is 7:00PM, and at 7:06PM a team doesn't have 8 players, they will forfeit.)

## Home Team

The schedule does not always give each team an even number of home or away games so the home team will be decided at the beginning of each game with rock, paper, scissors or a coin toss.

## Pitching

The batting team will be pitched to from a designated member of their team. **Each batter will be allowed three pitches.** A legal pitch is thrown underhand and must be over the batter's head at the apex of the pitch. Pitcher must get out of the way of the ball. If the ball is thrown too low or the pitcher gets hit by the ball, that ball is dead and it counts as one of the three pitches allowed.

## Run limit

Once a team has scored 7 runs in an inning they must take the field and allow the other team an at bat. This rule does not apply in the last inning.

## Batting Order

The batting order must alternate male and female players. All players must be put in the batting order (those playing the field and those substituting). Changes to the order can only be made at the top of the inning or due to injury. If an injured player is playing the field, but cannot run when batting, a courtesy runner may be used. Please refer to the Courtesy Runner Rule.

## Fielding

You can have no more than 9 players on the field with a maximum of 5 males. A team can have no more than 5 infielders at any given time and this includes the catcher. You may have 4 outfielders that must stay no less than 10ft from the infield dirt.

Tagging at Home Plate: Runners that cross the commit line may NOT be tagged when running home. The ball must be thrown to the catcher otherwise the base runner will be called safe.

## Sportsmanship

Sportsmanship must be practiced at all times. Directors and umpires reserve the right to remove any player from the game for unsportsmanlike conduct.

## Substitutions

Only rostered players may play on a team and no substitutions are allowed.

## Scoring

The umpire will keep track of runs scored. However, teams are encouraged to keep their own score during the game for discrepancies at the end of play.

## Stealing

No stealing bases or leading off. One foot on the bag until contact is made with the ball.

## Commit Rule

After you touch or cross the Commit line (appx.  $\frac{1}{2}$  way from 3rd base to home plate) you must continue home. It is always a force out at home plate. This only applies for home plate. You must always use the "safety home plate" or you will be out. If there is a fly ball in the outfield you must not cross the commit line or you have committed home. \*If there are 2 outs and a runner crosses home plate before or after a force out at another base, the run does not count at home.

## In-Field Fly Rule

The batter will automatically be called out if there are less than 2 outs with runners on first and second or the bases are loaded and there is a pop fly which the umpire judges could be caught by an infielder in fair territory. The infield fly rule is called by the umpire and the play is dead.

#### Bunting

No intentional bunting allowed.

#### Ties

In the event of a tie and time permitting, extra innings may be played. If time does not permit the game will end in a tie.

\* FINAL CALLS ARE ALL DECIDED BY THE UMPIRE\*