

Men's Adult Softball Rules (Updated as of August, 23rd 2016)

- Any rule not covered by the following by-laws will be subject to 2016 ASA rules.
- Ball Core: .44 core /12" 375 Compression
- **Umpire Fees:** Umpire fees are the responsibility of each team at the beginning of the game. Fees for umpires are as followed: 2 umpires- \$18 per team or 1 umpire-\$14 per team.
- **Each batter will start with a 1 ball, 1 strike count**
- All teams will use a defense of 10 players but may have 11 batters in the batting order (extra hitter).
- Substitutes may enter the game once, and they must be "married" to the starter they entered for in the batting order for the remainder of the game. Once a sub has entered the game for a starter, they cannot both be in the offensive or defensive line up at the same time.
- **Teams may use a Scat Cat.** Teams must announce their Scat Cat player prior to the game to both the umpire and opposing team's captain. You may not designate a player once the game has begun. They may not play the field or bat while designated as the Scat Cat runner. If a designated Scat Cat enters the game either defensively or to bat the team will lose the use of their designated runner. Teams cannot use a courtesy runner while they have a designated Scat Cat. Teams may use the courtesy runner again if the Scat Cat leaves the role during the course of the game.
- A courtesy runner may be used at any time during the game. A team may use any roster player that is either in the game offensively or defensively as a courtesy runner. An out will occur if the courtesy runner is on base when it is his turn to bat. **A courtesy runner may only be used once per inning.**
- To be eligible to participate in the end-of-the-season tournament, players must participate in at least half the games with their team during the regular season.
- Teams have the option of using a continuous batting order. If a team elects to use a continuous batting order, subs may enter the game defensively as many times during the game as the captain wants, but can only enter once per inning. Using a continuous batting order will "freeze" their batting order for the game. Team captains (or their designee) must inform the other team prior to the game starting.
- Only 3 homeruns are allowed per team per game (over the fence homeruns). All other homeruns after 3 will result in an out.
- **Pitcher Protection Rule:** A batted ball hit directly at the mound which strikes the pitcher is considered an immediate dead ball out. However, if the pitcher attempts to field or make a play on the ball and is hit; play will continue. If a pitcher attempts to shield their face or body with their glove and is struck, it will be a judgement call by the umpire(s) whether the pitcher was attempting to make a play on the ball or not.
- Bats must be stamped and approved by ASA, NSA, USSSA, or ISA. No titanium bats are allowed.
- **No metal cleats are allowed**
- Games that are tied after 7 innings will proceed forward using the international tie-breaker rule. This will continue until 9th inning. If after 9 innings the game is still tied, it will be called as a tie game.
- **Games will be limited by the following mercy rule: 15 after 4 innings, 10 after 5 innings, 10 after 6 innings.**

- Games will have a limit of 7 innings or 55 minutes. No new inning may start after the 55 minute mark. If an inning has started before 55 minutes has been reached, then the inning will be finished. Tournament games will be 65 minutes and will adhere to the no new inning rule after the time limit has been reached. Umpires are to start games as close to the scheduled time as possible and encourage teams to hustle in between innings.
- The home plate umpire should announce the exact start time of each game.
- Players arriving late may be added to the end of the line up and put into the game if their team is playing with less than 10 players. If a team starts the game with only 10 players, they may not add an extra hitter once they have batted completely through the order.
- Teams only having 8 players for their game may pick up a player off of another team. Wednesday at 6:30 games are given a 10 minute grace period if 8 players are present. The player may only play with them for that game under the following conditions:
 1. They are currently on an active roster in the league.
 2. The new player must bat last in the order and play right field or catcher
 3. The team that needs a player drops their pick up if one of their team members arrives.
 4. If a 9th and/ or 10th player shows up, they can increase to 10 field players (if they haven't batted all the way through the order).
 5. During the tournament the opposing team's captain must approve of the sub. He has the option of opposing the propose sub and the sub will not be allowed to be picked up.
- Protests must be announced by the Captain of the protesting team at the time of the infraction. The protest must be made known to the Plate Umpire and the opposing team's Captain. Only rule interpretations may be challenged. Judgment calls made by the umpires may not be protested. It is the responsibility of the protesting team to submit the protest in writing to the league Director within 24 hours. Failure to adhere to this process will result in a non-protest.
- Captains are responsible for their teams and fans actions.
- Umpires are instructed to eject anyone from the field who is acting in an unsportsmanlike manner. Game and game time will be stopped until that person has left the field area and in the parking lot. If after 5 minutes the person has not left, the umpires will call the game, regardless of the inning. If the player that is ejected is on the team that is in the lead, then the win will go to the opposing team.
- Anyone ejected from a game will be suspended from further play until they meet with the league director. Regardless of the reason for which a player is ejected, they will automatically serve a one (1) game suspension. Depending on the circumstance for which they were ejected, they will then either serve a longer suspension or will be allowed to return to the next scheduled game. Team Captains may also serve a one game suspension for a player that is ejected more than once in a season. Captains, please make this clear to all of your players. Anyone ejected for fighting is subject but not limited to suspension for the season and possibly removal from the league for a period to be determined by the league director.
- **NO PROFANITY UNDER ANY CIRCUMSTANCES!** Profane language is an ejectable offense. Keep it clean, there are families and children around the field. This includes the parking lot.
- **SMOKING ON OR AROUND THE FIELD IS PROHIBITED AT ALL TIMES!**
- **Players are not allowed to argue any judgment calls made by the umpire (*i.e. ball and strikes, fair or foul, out or safe*).** (Arguing calls is an ejectable offense.) Captains are the only ones who may ask an umpire about a call, or ask the umpire to appeal to the other umpire. They must ask for time. If time is granted by the umpire, they may then go

onto the field to talk to the umpire. Failure to adhere to this may result in an ejection. The only thing that may be questioned is a rules interpretation.

- All players must be inside the dugouts at all times. The only players allowed outside the dugouts are the batter, on-deck batter, base-runners, base coaches, and the defensive players.
- **Alcohol is prohibited.** Alcohol is not allowed anywhere on City property. Violation of this may result in removal from the game, suspension from the league and possible criminal charges filed by the City.