

# All Fun Mixed Slo-pitch Softball

## League Rules: 2017

**Important:** This is a recreational **“FUN”** league. All rules should be considered in terms of good sportsmanship & safety. For example, as an umpire, if a play is too close to call, good sportsmanship dictates that you call it in the other team’s favour. Also, if a bad call is made in your team’s favour, feel free to suggest the call be corrected.

(A) All rules duplicate those of softball except as provided below:

(B) Game time is 6:30 p.m. unless otherwise stated. Each game lasts seven (7) innings.

### (C) EQUIPMENT, PEOPLE AND PROCEDURES

1. Maximum ten (10) players fielding and minimum of eight (8), with a maximum six (6) men on the field at any time. Must have three (3) women infield, unless playing with less than 10 players due to insufficient turn-out, in which case two (2) women on the infield is allowable. Rover is **not** considered an infield position.
2. **Two (2) men cannot bat in succession, and all players must bat in a set order for the entire game. If a player is late for a game, they should be entered at the bottom of the batting order and skipped over until they arrive. There are no automatic outs in this situation.**
3. The batting team must supply a plate umpire and base umpires at first and third base with some knowledge of general softball/league rules. *The home plate umpire has the final say on all calls and can over-rule base umpires if appropriate.*
4. Each team must supply a home plate, 3 feet by 2 ½ feet (carpet); two other bases, 3 feet by 3 feet (carpet); and a first base safety bag.
5. Team standings will be recorded by the team captain and turned in to the executive. This record may be used to decide the tournament schedule.
6. Base lines are 65 feet (19.8m) measured to the middle of the base. Foul lines run from the outside of the base. Out of play lines are an extension of the backstop screen (if any) or by mutual agreement. Obstructions such as trees or fencing are considered out of play.
7. A commitment line shall be marked using either the foul line cones or the out-of-play cones, or both. The commitment line begins at 130 feet (double the distance from home plate to first base). Outfielders, including the rover, cannot proceed past this line until the bat makes contact with the ball.
8. Players can wear cleated footwear during game play if the cleats are rubber: no metal, no nylon and no detachable cleats. Players wearing offending footwear will be asked to remove the footwear or leave the game.
9. No bats marked “Titanium” may be used on the field. These bats are illegal and potentially dangerous. All other bats conform to SPN legal standards including multi-walled bats.
10. Softballs used in all games must be either **Super Gold Dot** or **Super Grey Dot limited flight** balls.

## (D) RULES OF PLAY

1. Maximum five (5) runs per inning, except for the last full inning (usually the seventh) which will be played as an open inning.
2. No player can advance more than two (2) bases on one play. While the ball is in play, runners can advance up to that limit at their own risk. A runner who takes more than two (2) bases can be forced out returning to the proper base. If the ball is thrown out of play, runners automatically advance from the base owned (timed to before the play started) plus two (2) more.
3. The pitcher must stand between forty (40) and forty-five (45) feet or (12.2m) from the plate and in line with second base.
4. The pitch must be a minimum of six (6) feet and a maximum of twelve (12) feet above the ground at the arc. If a pitch is outside the limits, the umpire will call "NO PITCH" promptly and loudly and the ball will be dead. The umpire must call a "NO PITCH" before the batter swings or the ball hits the carpet. In the case of late calls an obvious "NO PITCH" that is hit should be replayed with no penalty.
5. The league has a gentleman's agreement that a batting team can request a change in the opposition's pitcher if ten (10) consecutive non-strikes have been thrown. The on field team should pull their pitcher if it is affecting the pace of the game, especially during time-restricted games.
6. No balls will be called but strikes are possible. A strike is a pitch that a) hits the plate b) is swung at and is missed or c) is hit foul (except the third strike).
7. A caught foul is an out EXCEPT when a) a portion of the player catching the ball is in contact with the ground out of play or b) the ball is caught within the backstop area and didn't go above the batter's shoulders.
8. The infield fly rule does not apply. A gentleman's agreement is that players will not intentionally drop a fly ball.
9. A player intentionally bunting will be called out. No chop swings allowed.
10. Base stealing is not allowed. A runner may leave the base only after the batter has swung at the ball, timed with the contact (or potential contact). If the batter swings and misses, the runner must return to the base. If the runner leaves the base before the batter swings at the ball or the runner leaves the base and the batter doesn't swing at all, the runner has tried to lead off and therefore is considered out.
11. Sliding is allowed, except going to first base (initially) or home plate. Aggressive contact, whether sliding is involved or not means that the runner is OUT unless the fielder caused the collision by violating a softball rule (ie Obstruction). Base runners should make every attempt to avoid collisions, and the on-field team should instruct infielders on appropriate positioning to allow base runners safe access to a base.
12. Runners can advance up to the two (2) base limit by "tagging up" after a fly ball (fair or foul) is caught. Runners can go home, subject to the two (2) base limit. A runner going more than two (2) bases can be forced out trying to return to the proper base. **If a ball is caught fair or foul and then carried out of bounds by the fielder catching the ball, the runner(s) get the base owned before the play started plus one (1).** Note: a fly ball caught out of bounds means the play is considered dead and base runners may not advance.

13. On fields containing a “secondary long-grass” outfield, a limit of four (4) in-air doubles will be allowed per team, after which all in-air doubles will count for singles only. All base runners will also be limited to advancing a single base.
14. At the beginning of each game a runner’s commitment line must be placed between third base and home plate. Positioned twenty (20) feet from the corner of home plate closest to third (3rd). After passing this mark, the runner cannot return to third base and shall be called out if they attempt to do so.
15. Pinch runners are to be the last person out of the same sex. A pinch runner **may only be used once the batter has safely made it to first base** and “Time” is called.
16. The run by rule at home plate must be mutually agreed upon by the team captains i.e.: drawing a line in the dirt for runners to cross rather than tagging the plate. The scoring line is a line drawn starting at the corner of home plate closest to third (3rd) base and runs continuous to first (1st) base as if the first (1st) base line was extended at home plate. It shall extend up to six (6ft) from the base line. Runners must contact the ground beyond the scoring line in order for the run to count.

## **16. RULES GOVERNING SAFE BASE**

- Rule A. Safe-base is a divided base used at first (1st) base. It is designed to reduce collisions, tripping and other mishaps that could cause injuries to players.
- Rule B. If a base runner advancing to home steps on home plate, or if the back-catcher tags home plate while in control of the ball before the base runner’s foot makes contact beyond the scoring line, the base runner is considered out.
- Rule C. If a ball is hit to the infield and the batter/base runner fails to use the portion of the base in foul territory on their first attempt at first base, or if a play is made, the batter/base runner is out.
- Rule D. After the first attempt at first base, only the portion of the base in fair territory is to be used by the base runner.
- i.e.: If the batter/base runner rounds first base on a hit through the infield or directly to the outfield, either portion of the base may be used. The batter/base runner must return to the fair portion of first base when tagging up or when returning after having passed first base. Also, a base runner is considered in-play regardless of which portion of first base tagged if they do not cut into foul territory after tagging said base. If this base runner is tagged before returning to first base, they will be considered out.
- Rule E. A defensive player **MUST** use only the portion of the base in fair territory at **ALL TIMES**. If the defensive player blocks the portion of first base in foul territory, thereby obstructing or impeding the base runner’s progress, the base runner will be considered safe regardless of whether or not a play is made. Note: This rule takes away the base runner’s right to intentionally collide with a defensive player making a play in foul territory in the runner’s effort to reach first base. The exception would be if the base runner was tagged out while advancing to first base, in which case the base runner is considered out.
- Rule F. The line dividing the base is in fair territory.

Team captains will settle all disputes.

If a team has dispute with the opposing team they must report their concerns in writing to the Executive Rules Member and copy this complaint to the Executive.

## Ball Diamond Layout

