



# SOFTBALL PLAYING RULES

The following rules are derived from the ASA Rule Book. Certain rules below have been modified by GO Sports Unlimited.

## GAME PLAY

1. Each batter begins with a 1-1 count. With 2 strikes, the batter gets 1 courtesy foul. On the second foul with 2 strikes the batter is out.
2. The Strike zone is 6' & 12'. At the judgement of the umpires, balls and strikes may be called for teams not pitching or batting when instructed to do so.
3. There is a 7 run limit rule per inning. When a team brings in the 7th run, it is counted and designates the 3rd out. **This rule will not be in effect once the last inning is called.**
4. All games will last 7 innings or 1 hour whichever comes first; however, no new inning may begin after 50 minutes. (the moment the umpire calls the 3rd out of the bottom of the inning.)
5. For games that are called early due to weather or darkness, 4 full innings constitutes an official game (or 3 ½ innings if the home team is leading in the bottom of the 4<sup>th</sup> inning.
6. Players ejected from a game must sit out the remainder of that game plus at least ONE additional game. At the discretion of the League Director, ejected players may be removed from league play.
7. GO Sports Unlimited will provide approved game balls for each game.
8. **ASA Certified Equipment:** Bats must be legal and not doctored in any way or on the banned list: <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>

## LINEUPS, PLAYERS & SUBSTITUTIONS

1. Lineups should be presented to the umpire prior to the start of the game.
2. The standard lineup is 10 batters (minimum 4 females.) No more than 2 males may bat in a row.
3. Teams must have at least 7 players to start a game (min. 2 females) During the regular season teams may "pick up" players to avoid playing short handed; however a minimum of 8 players must be rostered players. Pick ups must be current participants of GO Sports Unlimited.
4. **EXTRA HITTERS: Teams may bat as many extra hitters as they choose as long as the rule of no more than 2 males batting in a row is adhered to.**
5. When batting, automatic outs are given to empty spots in the original batting order (i.e. If a team does not have enough females, when it is time for the 3rd and/or 4th female to bat, an automatic out is assessed.)
6. The ASA walk rule will be used. If a male is walked and a female follows in the batter order, the male is automatically awarded second base. If there are two outs the female will have the choice to walk or hit.
7. Substitutions may enter the game during the top of an inning only. Example: If the home team would like a player to pinch hit that player must play in the field in the top of the inning.
8. During playoffs, players may be asked to provide ID prior to games. Questions regarding player eligibility must be made prior to the start of the game or at the time the player enters the game if they are a late arrival.
9. **LATE PLAYERS/DH's:** If the late player is a male and placing him at the bottom of the order results in having 3 males batting in a row, a female ghost player will be added to avoid three males batting in a row. That ghost player will be considered an automatic out.

## FIELD

1. Umpires will be responsible for all "out of play" calls.
2. Balls that bounce over a fence or walkway into another part of the park will be considered a ground-rule double.

## GENERAL

1. No base stealing or leading off is allowed.
2. NO metal cleats - wearing metal cleats will result in an ejection from the game.
3. No fake tags are allowed.



4. Throwing your bat may result in an automatic out and ejection from the game.
5. Infield fly is in effect with less than 2 outs and runners on at least first and second. Any routine pop-up near the infield that would be caught with normal effort will be considered an automatic out for the batter.
6. Positioning of outfielders: When a female is batting all outfielders must stay outside the outfield line until contact has been made. If this is violated the ball remains live until time is called. The umpire will then decide if it will be more advantageous to the batting team if the play stands or an automatic pass to first for the batter is awarded.
7. Positioning of infielders: Teams may have no more than six players in the infield when a player is batting. (P, C, 1st, 2nd, 3<sup>rd</sup>, SS.)
8. Infielders CANNOT be in front of the baseline until a ball is hit. If the umpire deems an infielder to be inside the baseline prior to or during a pitch a "NO PITCH" will be called and the batter may choose to take first base. An infielder may be removed from the game for Unsportsmanlike Conduct if he/she continues to position themselves inside the baseline.
9. **PLAYS AT THE PLATE** : The catcher must be in position, not blocking the plate or baseline, prior to the runner arriving at the halfway point between 3rd base and home plate. If the catcher is not in position, the runner may automatically be called safe to avoid injury causing collisions. Runners DO NOT have to slide. Runners/defensive players MUST attempt to avoid contact and players may be ejected if they create contact regardless of intention. Umpires judgement on all plays at the plate and contact at the plate or in the field.
10. **FLIP RULE:** The "FLIP" Rule will be in effect in the last inning. If the Home team is behind at the start of the last inning they will bat in the top of the last inning. The Flip Rule will NOT be in effect during playoff games.
11. **MERCY RULE** is 15 runs after 4 innings & 12 runs after 5.
12. **HOME RUNS:** 3 home runs per game will be allowed per team. Subsequent home runs will be outs. If the field does not have fences, the umpire will determine what is considered a homerun.
13. **SAFETY BASE:** Runners must tag the outside bag at first when a play is being made at that base. A runner tagging the inside bag when there is a play at first may be called out.
14. **FORFEITS:** GO Sports Unlimited reserves the right to remove teams from playoffs that have forfeited 2 or more regular season games. Teams with a forfeit on their record will automatically drop to the bottom of any tie breakers. Forfeits are recorded as 7-0.
15. **COURTESY/PINCH RUNNERS:** Pinch Runners are limited to players that are injured. If a player hits they must be able to run for themselves. If a player needs a pinch runner once they are on base, they may request one, and it must be the last batter that was out and be male for male and female for female.