



Adult Co-ed Softball Rules

GOLDEN RULE First and foremost all City of Fountain Recreation Department (FRD) leagues are 50% Social and 50% Sport. We do have officials; however, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated and individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. FRD wants everyone to have fun, and be social while enjoying a great sport. FRD will do whatever they can to make sure all players are having fun and being safe.

General Rules

1. Ten (10) players (at least 2-3 women) in the field at all time. (For a 10 player lineup)
 - a. No position requirements of any players. i.e. there need not be 2 females in outfield and 2 in the infield) FRD rules will allow a team to play with a minimum of seven (7) players (at least 1 female).
2. The Minimum number of players in the field for the starting lineup is 7 (6 males/1 female).
3. If playing with eight (8) players, no more than six (6) men are allowed on the field at on time.
4. If playing with nine (9) or more players, no more than seven or (7; 8) men are allowed on the field at one time.
5. Batting order ratio **MUST** always be followed no matter how many males/ females are playing. (see Gameplay #2)
6. A "strike mat" will be used to determine sure strikes, if the softball touches any part of the mat OR home plate on a legal pitch (underhand with a 6-12ft arc), it will be considered a strike.
7. All batters will start with a one ball, one strike count. (1-1)
 - a. If a male is walked on three (3) straight balls with two (2) outs on the board, and a female follows him in the batting order, the female has the choice to take a walk or bat. Umpire will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation. The umpire must be made aware that a female is on deck before the 2nd pitch is thrown.

8. A batter with two (2) strikes is allowed one (1) courtesy foul ball. On the 2nd foul after the batter has two (2) strikes the batter will be called out.
9. All games are seven (7) innings or 1:30; a new inning will not start 10 minutes past the hour. The umpire will enforce this rule and will make the call at the top of the final inning.
 - a. Due to differing circumstances in each and every game, some games will finish short on an 1:30 in length, while others might run over the 1:30 mark. Please respect your umpire's call in this matter. Umpires must keep all games on time in fairness to teams playing later games.
10. Teams may bat more than ten (10) players. Teams must request lineup sheets in order to raise lineup objections during the game. For the tournament the umpire will require a lineup sheet.
11. All players in the field must be listed in the batting order. Players do not have to play in the field in order to bat.
12. Games need to start on time!
 - a. Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players (7 total – 1 female) at 10 minutes past the designated start time, the game will be deemed a forfeit. **Exception:** Opposing team captain may allow for additional time if: Last game of the night or the only game of the night
13. During the playoffs, teams may not use subs and may only use players on their original roster.

Equipment

FRD will provide all bases and balls for each game. Gloves are not supplied and players must bring their own. It is also recommended that teams bring their own bats although at least one approved bat will be provided.

1. NO METAL SPIKES ARE ALLOWED.
2. Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions with regard to equipment discrepancies.

Game Play

1. All balls are deemed out of play when: They are thrown or bounce over the fence.
 - a. On out of play balls, the runner is granted the base they are going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.
2. Batting order must consist of a 2-1 ratio. For every 2 male batters in a row a female batter must bat next. Women can/ must bat multiple times in the lineup to achieve this ratio. Teams can choose not to follow this ratio however; every third male batter will be an out.
3. Inning run limit rule: There will be a five (5) run limit per inning for innings 1-4.
Exception: unlimited runs may be scored if one of the innings 1-4 is declared the final inning of the game. Unlimited runs may be scored in innings 5, 6, and 7 always.
4. Outfield Encroachment Line: Outfielders may not play closer than 130 feet from home plate.
5. Game mercy rule: up by 12 runs after five complete innings – losing teams option.
6. No lead offs or stealing, runners can only leave the base once the ball is hit by the batter.
 - a. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first to bat in the next inning.
7. On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) **with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd**, the batter is automatically out and runners can advance, BUT at their own risk.
8. Base runner with defensive player contact will be closely watched by the umpires.
 - a. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher. Sliding is allowed. Any intentional (in the eyes of the monitor) interference with the defensive player, the runner will be called out.
 - b. For plays between 3rd and home there is no contact allowed. When a runner passes the “commit line” (the halfway point between third and home which will be at the discretion of the ump), they can be called out at home if the defense gets the ball to home plate before the runner. If the runner retreats to 3rd base, and the defense gets the ball to 3rd base before the runner, the runner will be out.

- The catcher or any defensive player playing as catcher must play the ball on the Defensive home plate which is located about 5 feet in front of the normal plate. When the catch is made by the player in this position the umpire will consider this moment as the “Tag”.
- Any runners coming home must cross the offensive home plate (where you hit from). If contact is made the defensive player, the runner will be declared automatically safe.
- Additionally, any runner that touches the defensive home plate rather than the offensive home plate will automatically be called out.
- All plays between home plate and first base are force plays. There is no contact allowed on these plays. If contact is made with the runner, the runner will be ruled safe. If a runner “rounds” first and heads for second the runner can be tagged out.
- The strike mat is an extension of home plate and must be used by the runner for any slides / home plate crossings for safety purposes.

Miscellaneous Rules

1. If a rainout occurs while a game is in progress, three (3) innings must be completed for the game to count. Games ending before the three (3) innings have concluded will be rescheduled and played as a new game.
2. There is no minimum number of innings for a complete game if the time limit has been satisfied.
3. If two teams are tied at the end of the season below are the tie breakers:
 - A. Head to head
 - B. Run differential
 - C. Record versus other playoff teams
 - D. Fewest runs allowed
 - E. Most runs score
 - F. Flip a coin
4. All other rules follow standard slow pitch ASA guidelines.