

Pacific Beach Recreation Center
Monday Night Co-Ed Softball Playing Rules

General Rules

Each game will be 7 innings or 55 minutes, whichever comes first. No new inning shall begin after 55 minutes. In the event of ties, 1 extra inning only will be played, following the ASA Tournament Tiebreaker Rule (1 pitch, last out starts at 2nd.). There will be a 15 run Mercy Rule after 5 innings or 40 minutes. Grace Period is ten minutes and the lost time will be deducted from game time.

Batting

Team must bat their roster in a boy-girl or girl-boy order. The preferred 10 person split is 5 Men and 5 Women. Other acceptable combinations are 3 men and 5, 6 or 7 Women; 4 Men and 4, 5 or 6 Women. 5 Men and 4 Women. Five Men and 3 Women. Regardless of combinations, the batting order must follow a boy-girl or girl-boy sequence.

No chop (intentional) or bunt hits. Penalty: Batter is declared out and runner/runners must return to base last occupied.

Batted Balls (unintentionally touched) which hit the pitcher will be declared dead ball, and the pitch will be taken over.

Any batter who throws the bat intentionally in frustration (in the opinion of the umpire) will be ejected without warning. Batters may hit pitches that bounce.

Baserunning

Runners may not leave until the ball is crosses the plate. Penalty: Runner is declared out and the pitch is taken over. All plays at home plate are forceouts. Runners must touch home plate extension (mat) when scoring runs. Catcher always tags natural home plate.

When baserunners are going to run thru 1st base (plays that do not include making a turn towards second base), the runner MUST step on the orange safety bag, not the white first base bag. This is done for safety reasons, to avoid collisions at 1st base. If runners step on the white bag instead of the orange bag - this is an automatic out, as per the new ASA rules regarding safety in COED leagues. If a baserunner is going to turn towards second, they are allowed to use the regular 1st base. This is no different than the away plate (mat) at home plate. You cannot step on home plate if you're a base runner; you must step on the mat. The same applies to the safety base at first.

Runners passing commitment or halfway line are obligated to continue home. Penalty: Runner is declared out or following the catcher's touching of home plate.

All plays at home plate are force outs, once runners cross the commitment or halfway line. Tagged runners are NOT out.

All plays at home plate are force outs, once runners cross the commit line. Tagged runners are NOT out. Runners shall touch the mat. Any baserunner touching home plate or the balls and strikes mat shall be automatically out. Fielder touches the natural home plate. Sliding is NEVER allowed at home plate or at the mat — This is an automatic out. The catcher must make the first attempt on all plays at home (chasing an overthrow at home shall be considered a "first attempt"). Remember, this rule is in place to protect the catcher from injury.

Runners breaking up a double-play must slide or avoid middle infielders. Penalty: Automatic double-play.

Courtesy runners are allowed because of injury only. Last out, same gender.

Fielding

You must have 3 fielders behind the outfield line (160') while women bat. Penalty: Batter is awarded first base and runners advance when forced to vacate a base.

Fake tags are not permissible. Penalty: First offense is a warning. Second offense is an ejection.

Pitching

Batters receive up to 3 pitches (pitch to your own team) to put the ball in play.

Ground Rules

Batted balls leaving the playing field in front of or between the light poles are ground rule doubles. Batted balls leaving the playing field beyond the light poles are ground rule triples.

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Administrative Rules

Teams that forfeit twice in one season -- for any reason -- are ineligible for post-season or playoffs.

Each team should keep its own scorebook in the event of a discrepancy. But, the umpire is the official scorekeeper. Should there be a score dispute, teams must have a scorebook to prove a change. No scorebook, and the umpire is 100% correct.

Protests on Rules interpretations or Ineligible players only. Protests on rules interpretations must be registered before the next pitch. Protests on ineligible players must be made by the 5th inning.

Each Team may carry 20 rostered players. Rosters must be turned in prior to the first game of the season; player adds may be done until the halfway point in the season, with no exceptions. If a team uses an ineligible player, the manager and player will be ejected and the team will be disqualified from post-season play, and forfeit any and all awards from that seasons play.

Players ejected for any reason will automatically receive a 2 game suspension. Two ejections in one playing season will result in the player's removal for the balance of the season. The director reserves the right to impose multiple game suspensions, depending on the severity of the ejection.

No metal spikes are allowed. Multi-purpose or tennis shoes only. No football or soccer cleats, work boots, or sandals.

Use of illegal bats is not allowed. Penalty: Dead ball, batter is out. Runners return to previous base.

No Alcoholic Beverages or glass containers of any kind are allowed on the field. Penalty: Automatic Ejection from game.

Playoff Tie breakers:

1. Head to Head
2. Runs Head to Head
3. Run differential, +/- season
4. Coin Toss

**For 3, 4 or 5 way ties, the total number of wins in head to head competition among the tied teams is used to break the tie.

Post Season Awards will be given as league credits for the following season, as follows:

- 1st Place Season - \$100
- Playoff Champion - \$100
- Playoff Runner Up - \$50