SAN DIEGO SOFTBALL
Mission Bay Youth Fields - Slow Pitch House Rules

The current A.S.A./USA Softball Rule Book will be used with the following specified exceptions.

General Rules, Ground Rules & Equipment

Teams may carry 20 players on the roster. Rosters must be turned in by the first game, and may be changed until the half-way point in the season. Teams should be comprised of 7 men and 3 women. If, however, a team is short a women, the team may play, but must delete a male. In this case, you may only play with 8 players, usually 6 men and 2 women. Only these 8 players can participate -- including hitting. You may never start a game with only 1 female player.

Each game will be 7 innings or 55 minutes, whichever comes first. No new inning shall begin after 55 minutes. Teams must be in the field and ready for play prior to 55 minutes in order to play the new inning. In the case of a tie, 1 extra inning shall be played, using the ASA international tie breaker rule. All games tied at this point, remain a tie. NOTE: In the event games are running late, the umpire has the discretion to end a game after 55 minutes, in order to keep all games on schedule. This includes not playing a tie breaker inning.

Run Rule: If a team is winning by 15 runs after 40 minutes or 5 completed innings, the game shall be considered complete, regardless of time remaining in the game. At the beginning of each game, there may be an allowed Grace Period of 10 ten minutes. The ten minutes will be deducted from game time. Teams that forfeit are responsible for umpires fees for both teams, no exceptions. You will not be allowed to continue league play until this is paid!

ASA re-entry rule is not allowed.

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

Bats on the ASA Non-Approved bat list are not allowed in league play.

Foul territory at Mission Bay is defined as follows: Right Field is the fence line. Left field is the imaginary line from the home run fence, where the yellow home run cap ends, to the 1/2 fence near the 3rd base dugout. Any plays made outs ide of the field of play are considered a foul ball, and may not be caught for an out.

Pitching & Fielding
Pitches shall be a maximum of 12 feet high and a minimum of 6 feet high above the ground. Umpires will announce illegal pitch of the pitch is not high enough or is to low. The pitch, however, is still a live ball, if the batter chooses to hit it.

You must have 3 fielders behind the outfield cones (at 175 feet) while women bat.

Box Rule
Any batted ball that enters or goes through the pitchers box and is below the reach or above the reach of the pitchers glove with both feet on the ground shall be declared a dead ball out. Batter is out and runners return to the previously occupied base. Pitcher must still pitch, starting from the rubber. The box will be chalked 12 inches wide on each side of the rubber, then go straight back towards 2nd base. The pitcher must be in the box in order for a dead ball to be called. If the pitcher vacates the box after pitching, all balls are live. If a pitcher fields a ball in front of the pitchers rubber it's a live ball.

Batting & Baserunning
All teams may bat their lineup in any order. However, you may never hit more than 6 male players in a row. Teams may use a designated hitter, but not a designated fielder.

All batters start with a 1 and 1 count. Batters receive one extra foul ball at two strikes. Both the mat and the plate are a strike. Balls are dead once they hit they ground - bounced balls may not be hit. Intentional walks to men, followed by women, are automatic triples for the woman. (If your team thinks an intentional walk is being issued, call time and have your team manager bring it to the attention of the manager. Just remember, it is the umpire’s judgment on this!)

A foul tip is a batted ball which goes directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. The batter is not out unless the ball goes above the batters head before being caught or it is their 3rd strike. The batter gives up all rights if they swing at an illegal pitch.

Home Run Rule is 1-up. You can never have more than 1 home run than your opponent. <u>All additional over the fence HR’s are an OUT.</u> In the event an outfielder makes contact with the ball as it goes over the home run fence, it is the judgment call of the umpire as to whether the hit is scored an error, or a home run. Runners only advance if forced.

The halfway line (commit) between third base and home plate may not be recrossed. Recrossing is an out - this is the umpires call, not an appeal play!

All plays at home plate are force outs, once runners cross the commit line. Tagged runners are NOT out. Runners shall touch the mat. A 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. Remember, this rule is in place to protect the catcher from injury.

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. Sliding is allowed at all bases except at home plate / mat.

In the event of injury, unlimited courtesy runners are allowed. Runners must be last out, same gender. You must alert the umpire prior to your at bat, if there is a prior injury that will require a courtesy runner.

Throwing the bat is not allowed. This is an automatic ejection and cannot be appealed.

Administrative Rules
Teams that forfeit twice in one season -- for any reason -- are ineligible for post-season or playoffs.
Teams that forfeit are responsible for umpire fees for both teams.

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 may be made on Rules interpretations & Ineligible players only. Protests on rules interpretations must be registered with the umpire before the next pitch. Protests on ineligible players must be filed with the umpire before the end of the game. All protests must be filed in writing with a $20.00 protest fee by 5pm the next working day. Protest fees are only returned on successful protests.

Warm up: Because we are sharing a field with youth groups, all warm up must be conducted either on an unused little league field, or in the area between the softball field and the large baseball field. DO NOT USE A LITTLE LEAGUE BASEBALL INFIELD UNDER ANY CIRCUMSTANCE!

Consumption of Alcoholic Beverages, and/or any glass containers at all San Diego Park & Rec fields is strictly prohibited.

Any player who is ejected from a game, will be suspended for the next 2 league games, not including the one that the ejection occurred in. Two ejections of the same player in one season means expulsion from the league. This includes playoff games, and it includes the first 2 games of the following season. Further, any team caught using a player who is not on the roster will not be allowed to participate in the league playoffs, & the manager will be suspended for the season.

Post-Season Playoffs
Playoffs as follows: (6 team leagues) Regular season champions get bye to finals. (4 teams) 3 vs 4, followed by winner vs 2. Then, the winners play. Week 2 will be the week one winner vs regular season champion, best 2 of 3 games. First game, #1 is home team. Second game, home team is reversed. If 3 games are played, coin toss for home team.

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, total number of wins in head to head competition among the tied teams is used to break the tie

Post-season awards:
1st Place Playoffs - $100 credit towards next season
2nd Place Playoffs - $50 credit towards next season