

I. GENERAL LEAGUE REGULATIONS

1. This is a recreational league with the purpose of having fun in a Christian setting.
2. Players must be 15 years of age or older.
3. A Team Roster must have a minimum of 12 players and a maximum of 16 (including the Coach).
4. There is a Zero Tolerance Policy for profanity, taunting and/or “trash talking.” Any player and/or coach will be immediately ejected for a violation of this policy.
 - a. Any player/coach ejected from a game will have five (5) minutes to leave the church property. An ejected player/coach refusing to leave the property will result in an immediate forfeiture and the offending player/coach will be suspended for the remainder of the season.
 - b. An ejected player/coach will be suspended for the teams’ next two (2) games and may not be on the church property during those games.
 - c. An offending player may be replaced in the lineup for that game. A female may substitute for a male but a male cannot substitute for a female.
5. Alcohol and tobacco are not permitted on any church property.
6. Only players listed on a team’s official roster may participate in the playoffs. Any team using a non-roster player will forfeit the game(s) in which that player participated.
7. All Out Sports follows the ASA Rules of Softball, with the exception of these specific leagues rules.

II. THE PLAYING FIELD

1. Base lengths will be seventy (70) feet.
2. The pitching rubber will be fifty (50) feet from home plate.
3. An arc will be placed at 160 feet from home plate.
4. The home team listed on the schedule will occupy the first base bench.

III. PLAYER SAFETY, EQUIPMENT & ATTIRE

1. Steel spikes are not permitted.
2. Helmets are not required.
3. Players may wear protective equipment provided it does not offer the wearer an unfair performance advantage as determined by the game umpire.
4. Only players and coaches listed on the official team roster may be on the field of play at any time. This also includes the bench areas.
5. All players on the field are required to wear a league-issued same color shirt.
6. The league will supply game balls.
7. The league will have a limited number of bats available for games. Teams or individual players may use their own bats provided they are ASA approved and have the proper certification marking. IN ADDITION, ONLY SINGLE-WALLED ASA BATS ARE PERMITTED. All bats must be for softball only. No baseball bats are permitted. Please note that the League Director and umpires have the right to remove any bat from play that has been deemed unsafe, illegal or unfit for our program.
8. Teams shall provide their own warm-up and/or practice balls.

IV. GAME DETAILS

1. All games are scheduled as doubleheaders. The home team listed on the schedule will occupy the first base bench and be the home team for the first game. The visitor for the first game will be the home team for the second game. Teams will not switch benches.
2. A game shall have a 60-minute time limit or seven (7) innings, whichever comes first.
3. No new inning may be started after 50 minutes have been played.
4. There will be a 5-10 minute devotional following the second game of the doubleheader. All players and coaches must participate in the devotional time. The home team in the first game is responsible for the devotional. **Any player or coach not in attendance for the devotional will be ineligible to participate in the team's next scheduled game.**
5. A minimum of eight (8) players must be present to start a game. Teams will be given a five (5) minute "grace" period to avoid having to forfeit. If after five (5) minutes a team doesn't have the minimum of eight (8) players present for the start of the first game they will forfeit both games of the doubleheader. If a team does not have the minimum of (8) players present and eligible to start the second game of the doubleheader they will forfeit the second game.
6. Any team forfeiting 4 games will be removed from the league immediately. No refund of fee will be provided.
7. Mercy Rule. If 5 innings have been played (4 1/2 innings if the home team is ahead) and one team is leading by ten (10) runs or more, the game shall be called. If the visiting team takes a lead of ten (10) runs or more in any inning after the 5th, the home team shall be given a chance to bat in the bottom of that inning to try to reduce the lead to nine (9) runs or less in order to extend the game. If the home team takes a lead of ten (10) runs in any inning after the 4th the game shall immediately be called.
8. Each team will designate one coach or captain that will be permitted to address the umpire during the game regarding rules interpretation only. Judgement calls should not be argued. Violators are subject to ejection. **THE UMPIRES DECISIONS ARE FINAL!**
9. Teams have an obligation to check the scorebook after each half inning to check the score. The HOME team scorebook is the official scorebook.

V. IN THE FIELD

1. A lineup shall consist of a minimum of 8 players – 4 males and 4 females. Any lineup must have a minimum of 4 females.
2. A maximum of ten (10) players may be on the field. Teams may play as few as eight (8) players if shorthanded. Teams do not have to have an equal number of players.
3. Only four (4) players are permitted to occupy the infield at any time. This does not include the pitcher and catcher.
4. Defensive positioning: Two (2) males and two (2) females in outfield, two (2) males and two (2) females in the infield (not including the pitcher or catcher). Teams playing with 9 players or less may use 3 males in the outfield.
5. An arc will be placed at 160 feet from home plate. The arc will extend from the left field foul line to the right field foul line. All outfielders must remain behind this line until the ball reaches the plate, or is swung at by the batter. If the ball is hit while an outfielder is in an illegal position the batting team will be given the option of taking the result of the play or replaying the pitch. If the pitch is not hit, there is no penalty.



6. A fielder may not block a base without possession of the ball.
7. The infield fly rule is in effect. 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. Pitch heights are 6 feet minimum and 10 feet maximum from ground level.

VI. AT BAT

1. The batting order MUST alternate between male and female or vice versa. Females MAY bat back-to-back but NOT males. If a coach creates a batting order with back-to-back males, an automatic out will be called between the males. The batting order MAY consist of all team members present but you MUST alternate throughout the batting order.
2. A female may only substitute for a female in the batting order. A female may also substitute for a male in the batting order but a male MAY NOT substitute for a female.
3. All batters begin with a no ball and one (1) strike count.
4. Leading off base and stealing are not permitted. Runners must maintain contact with the base until the pitch is hit. A runner off his/her base when the ball is pitched or before it is hit is out.
5. A foul on the third strike is an out.
6. No bunting is allowed. Batter must take a full swing.
7. Courtesy runners are permitted. Males run for males; females run for a male or female.
8. One (1) Homerun (an untouched batted ball over the fence) is allowed per team per inning. Subsequent batter(s) hitting a homerun in the same inning will be out.
9. A walked male batter will go directly to second base and the following female batter will bat. When there are two outs in the inning, the female batter has the option to bat or walk (advancing to first base). If runners are on, runners will advance to the next forced base.
10. A pitcher can not intentionally walk a batter with 2 outs to get to an automatic out if there is already one in the line-up. (The out would be nullified and the next batter in the line-up would hit).