



# 2022 Adult Co-Ed 16" Softball League Rules

Last revision: Nov 18, 2021 **In Yellow**

## I. EQUIPMENT

1. Metal spikes are prohibited.
2. No restrictions on bat composition.
3. Gloves are not allowed on defense.
  - a. *Exception:* Female players may use batter's gloves on defense.

## II. SEASON ROSTER

1. Teams must be primarily composed of adults 18 years old or older.
  - a. A maximum of 3 youth players may be used, aged 15-17.
2. A maximum of 18 players may be registered for a team. Substitutions must be made no later than the third week of the season. Exceptions are made on a case-by-case basis and must be approved by the Recreation Director.
3. All players must be registered and have signed the BFRD Liability Waiver form to be eligible to play. Non-compliance will result in a forfeit of the game.

## III. LINE-UP

1. 10 defensive players are used in this league with 2 Extra Hitters (EH).
  - a. A minimum of 3 women is required on defense.
2. A minimum of eight players are needed to start and finish the game.
3. If the minimum number of players are not present 10 minutes after game time, the team forfeits. See FORFEIT RULES.
  - a. *Exception:* The opponent may waive this rule at their discretion. By the end of the third inning, if a minimum of eight players is not reached, the game will be recorded as a forfeit.
4. When a player is unable to continue, and no substitute is available, an out will be taken for that position throughout the game.

## IV. SUBSTITUTES

1. Once a player is removed or substituted from the game, their replacement must play defense before they bat.
  - a. This restriction does not apply to injury substitutions.

2. An unlimited number of defensive players may be substituted per inning.
3. Extra Hitters are allowed to substitute for a defensive player, but must retain their position in the batting order.
  - a. Extra Hitters may only be substituted once a game.
4. The Team Captain or a representative must notify the opposing Captain of substitutions prior to the start of the inning.

## **V. BATTING**

1. All batters receive 2 strikes and 3 balls. (starts with a 1 and 1 count) A foul ball on two strikes results in an out.
2. Any part of the mat and home plate is considered a strike. The strike mat will be tight with home plate. A batter may not step on or directly in front of home plate. This will result in an out.
3. The strike plate is not part of home plate. A runner must touch home plate to score.
4. A Courtesy Runner is available for any injured player only. The Courtesy Runner will be the last batted out.
5. Throwing the bat is an automatic out at umpire's discretion.
6. A foul ball caught beyond the out of play line is a dead ball. (counts as a strike)
7. The batting order must be declared before the game.
  - a. The opposing team Captain or representative has the right to request the lineup.
8. A player is always locked in to his/her spot in the batting order.
9. A maximum of 12 offensive players (10 defensive players and 2 EH) may be used.
10. All defensive players must bat.
11. Designated Hitters (DH) are prohibited.
12. If a male batter is walked in 3 pitches (no strikes), the following female batter has the choice to take a walk or bat.
13. A ball pitched that bounces before the before home plate is considered a "dead ball" and may not be hit.

## **VI. PITCHING**

1. The pitch has to be delivered in "one continuous motion" and must arch at least over the head of the batter. There is an unlimited maximum height to a pitch. There are no limits to how the pitch is spun by the pitcher.
2. Pitchers will pitch from a marked mound at 38'.

## **VII. BASE-RUNNING**

1. Bases will be set at 60'.
2. The league is using the "Safety Base" at first base. First base will be a double base with white and orange halves. This feature is designed to prevent injury to players during plays at first base, while

allowing runners to optimize speed. The Safety Base is being used solely for the purpose of making close plays at first base safer for the players involved.

#### Safety Base Rules

- i. A batted ball hitting the orange portion of the base is foul.
  - ii. A defensive player must always use the white base.
  - iii. An offensive player must use the orange base when running through first base.
  - iv. If the batter touches the white base on a close play, the runner is out.
  - v. On plays where the batter is going to round the base with the intent of going to second, he/she may use either base.
  - vi. Once a runner is past first base, he/she must return to the white base, remain in contact with the white base, and use the white base while tagging up. Any player will be ejected for running over another player in any situation.
3. Any overthrow that goes out of play results in all runners receiving one extra base from the time of the throw. (the base they were actively attempting, plus one) *Ex 1. If a runner is stationary at first base or between first and second base, they get second base + one base = 3<sup>rd</sup> base.*
  4. Lead-offs may be taken as the ball is released by the pitcher; however the runner will be out if the baseman tags the base or the player when the ball is in play.
    - a. The runner may advance one base if the catcher attempts to throw out the runner returning to the base from a lead-off, and an overthrow occurs. In this situation, the runner must first go back from the lead-off and re-touch the base before advancing. The runner may only advance one base.
  5. The Slide Rule states “No malicious contact.” Malicious contact will result in an out and ejection from the game. Incidental contact is allowed. In the case of a close play at all bases, except first, the offensive player must slide.
  6. Any runner is out when they fail to avoid a fielder attempting to field a batted ball unless the ball was first touched by the pitcher or another fielder. The ball is declared dead and other base runners return.
  7. A runner may not deviate more than 3 ft. to the left or right of the base lines to avoid a tag.
  8. A runner who passes a preceding runner is out immediately. The passed base-runner returns to the previous base.
  9. A runner is released from a base on a tag-up when a fielder first touches the fly ball. The runner does not have to wait until the fielder establishes control.

#### VIII. FIELDING / DEFENSE

1. When a fielder (not fielding a batted ball) hinders or obstructs a runner, the ball remains alive unless the obstructed runner is being played on. An obstructed runner may be awarded one or more bases (beyond the last one touched before the obstruction) depending on which base the runner would have reached had there been no obstruction.
2. A thrown ball hitting a runner is not interference, unless the runner intentionally interferes.

3. On an infield fly, any fly ball within the infield with significant arc and deemed an “easy catch” with less than two outs and runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, the batter is automatically out and runners can advance, BUT at their own risk.

## **IX. UMPIRES / OFFICIATING**

1. Each team captain or other designee will umpire for their team. The Recreation Director **may** set up umpires for tournament games.
2. Rhubarb Rule - On excessive argument plays, only the coaches meet and make a decision. If the coaches cannot agree, the play is automatically played over.
3. Profanity directed to an umpire/official of the league shall result in immediate ejection from the game and removal from the facility immediately. Non-compliance will result in team forfeiture. If ejected from a game, that player may not play in the next game.

## **X. PROTESTS**

1. A game may only be protested for matters involving rule interpretations - never for judgment calls. e.g., fair/foul, safe/out, etc.
  - a. The opposing captain must be notified of intent to protest before any additional play continues.
  - b. A Scenario Report must be written (the circumstances that led to the protest), and turned into the Recreation Director, along with score sheets.
  - c. In the case of a successful protest, the game will be resumed from the point of protest.

## **XI. FORFEITS**

1. Games may be forfeited for the following reasons:
  - a. Team not having eight players after the 10-minute forfeit time or after the third inning. See LINE-UP RULES.
  - b. Team down to seven players because of player(s) thrown out of a game for unsportsmanlike conduct.
  - c. Any team using ineligible players.
  - d. Failure of expelled player to leave ballpark immediately.
2. The Recreation Director must be informed and approve any pre-game date forfeits with 24 hour notice. Teams not following this procedure will result in Forfeit Fee.
  - a. A \$30 Forfeit Fee must be paid before the next scheduled game to the Big Foot Recreation District.
  - b. Failure to do so will result in subsequent game(s) recorded as a Loss.
3. A second infraction result in lowest standing in the end-of-season tournament.
4. A third infraction results in the removal from the league for the remainder of the year. At the Director’s discretion, the team may be banned from the league for the following year.

## **XII. THE GAME**

1. League play is 9 innings.
  - a. 5 innings will be considered a complete game in the event of weather or darkness.
  - b. Exceptions and modifications may be made to accommodate double-headers, weather or darkness at the discretion of the Recreation Director **or a representative**.
2. If a game is called due to weather or darkness and less than 5 innings have been completed, the game will resume from the exact point at which it was stopped. Including: same count, same batter, same base running situation, etc.
3. If a regular season game cannot be completed prior to 7 days of the start of the tournament, the game will be recorded as a tie. It is the responsibility of the team captains to agree on a time and notify the Recreation Director.
4. The Mercy Rule will be in effect if a team is leading by 15 or more runs after 6 complete innings or 10 or more runs after 7 complete innings.

## **XIII. TOURNAMENT PLAY**

1. Players eligible for tournament play must have played in a minimum of 3 regular season games.
2. Tournament seeds will be inter-woven between the Competitive & Recreational divisions if applicable.

## **XIV. SPORTSMANSHIP**

**The goal of the Big Foot Recreation District 16" Softball League is to foster friendly competition within our community. We encourage good-natured competition, but when that competitive spirit becomes antagonistic and crosses acceptable lines of sportsmanship impeding on other players ability to enjoy their experience, the whole league suffers.**

1. Behavior deemed unacceptable by Big Foot Recreation staff, umpires or other officials may result in suspension or ejection from the league.
2. Players that feel they are being verbally attacked are encouraged to report the offending behavior an official or a Big Foot Recreation staff person.

**Racist, sexist or other threatening comments directed at another player, umpire, or Big Foot Recreation staff will not be tolerated and are grounds for ejection and/or suspension.**

## **XV. OTHER MISCELLANEOUS RULES**

1. Home team keeps the game ball.
  - a. *Exception:* During Tournament Play, the winning team keeps the ball.