



## 2008 FALL SOFTBALL COED SOFTBALL RULES

*NOTE: The current edition of the A.S.A. Official Playing Rules, along with the "MSCR Fall Softball Local Rules and Procedures," will be the official rules governing this program. The coed rule modifications will supersede all others where applicable.*

1. **Only one umpire** will be assigned to each game. If no umpire shows: teams can agree to play or the game will be re-scheduled.
2. **Pitching & Base Length:**
  - A. Distance - 50 feet pitch and 65 foot bases.
  - B. Three balls will constitute a base-on-balls. A strike-out will consist of any combination of two strikes:
    1. Two called.
    2. One called - one swing and miss.
    3. One called - one fouled.
    4. Two fouled balls.
    5. One swing and miss and one foul ball.
    6. Two swinging misses.
  - C. Home plate and the mat will be used in determining balls and strikes. If any part of the pitched ball lands on any part of the plate, including the black perimeter, and/or mat, it shall be a strike.
  - D. Arc limits will be a minimum of 6 feet and a maximum of 12 feet from the ground.
  - E. A 12" ball will be used for both male and female batters.
3. **The Game:** Games will be seven innings or a one (1) hour time limit whichever comes first. No new innings shall be started after the time limit expires unless the game is tied. **A "15 run- mercy rule" will be used. Please refer to the MSCR Fall Softball Local Rules and Procedures for the specifics of the rule.**
  - A. **TIE BREAKER-** Anytime the score is tied and the time limit has expired, the next inning will begin using the tie breaker procedure.
  - B. **TIE BREAKER PROCEDURE**
    1. The visiting team will place a runner (the last batter from the previous inning) on second base. If available, a legal substitute may be used.
    2. The visiting team has 3 outs with which to score as may runs as possible.
    3. After 3 outs are made, the home team will follow the same procedure as outlined in steps 1 & 2.
    4. Whichever team scores the most runs will be declared the winner. If the score is still tied at the completion of each additional inning, the procedure will be repeated from step 1.
4. **Batting Order: (Experimental for Fall of 2008-New Batting order Rule)**
  - A. Teams must alternate by gender in the batting order. A batting order must be created prior to the game and followed during the game. The batting order must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.
  - B. All players present at starting time can bat. The batting order must still alternate by gender. On the score sheet please create a batting order by separate gender groups (i.e. all four women listed, followed by all four men) and then alternate back and forth between groups on the score sheet.
  - C. Teams may elect to bat more than ten (10) players provided that they are present at the start of the game. (i.e. if a team has 8 men and 4 women the batting order would look like this, M1, F1, M2, F2, M3, F3, M4, F4, M5, F1, M6, F2, M7, F3, M8, F4). We are trying to avoid having people sit out if there are more males than females or more female than males.

5. **Fielding**
  - a. There will be ten (10) players in the field, five (5) men and five (5) women.
  - b. For players who are listed in the batting order, there is total free substitution in the field on defense. Refer to Local Rule III-C. 1, 2, 3.
  - c. There is no requirement as to where men or women must be positioned while in the field. A.S.A. rule 4,1C.6. does not apply.
6. **Substitution:** See "MSCR Fall Softball Local Rules and Procedures." Any substitution must be on a man for man or woman for woman basis.
7. **Base-on-Balls Rule:** On a walk (base-on-balls) to any batter, the next batter must take their turn at bat.
8. **At home plate, at all times (whether a play is being made or not) the base runner must touch the BLACK mat while the catcher has the WHITE home plate.** Catching the ball and stepping on the plate before the base runner arrives at the mat is all that is required to record an out. Sliding is allowed. *To create the "force situation" in all instances, a chalk line will be placed approximately 20 feet from home plate, across the baseline. Once a base runner has touched or crossed the line, the runner must continue toward home plate and cannot return to third base. The runner may be put out at home by the catcher (or defensive player) tagging home plate (a force out) or be tagged out. The runner may return to third safely after touching or crossing the line only in the event that a batted ball goes foul, or another rule requires the runner to return to third base (i.e. batting out of order, illegal bat, ball out of play, time-out, etc.). If a defensive player fails to tag home plate and the runner returns safely to third after crossing the line, the runner cannot be put out if the next pitch has been thrown.*
9. **Metal spikes** may not be worn.
10. **Rain-Out Games:** ALL games that are rained-out, will be re-scheduled. Games will be re-scheduled on the fall rain-date/s (Sept 9/23) or at the end of the regular season and managers will be notified. **Teams must be prepared to play on September 9 and/or the 23<sup>rd</sup>.**

Rules that apply to all MSCR Slow Pitch Softball but noteworthy for Coed Softball.

- A. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter. A base runner should not be called out for stepping off their base on a swing and miss or a pitch not swung at as long as they don't leave the base too soon.
- B. All jewelry must be removed when possible. Rings or earrings that cannot be removed may be covered with tape.
- C. Players are reminded to swing bats **only, inside the protective fences**, at Olbrich and Goodman. Each team will be allowed one warning. Violation, after warning, will result in disqualification from the game.
- D. **A courtesy runner may be used**, in good faith, to temporarily replace a player who has reached base safely, but has an injury and chooses not to run the bases. The injured player may remain in the game defensively and have a courtesy runner each time they reach base. The courtesy runner **must** be in the batting order and will be the player who made the last out. **(In coed, the courtesy runner must be male for male, female for female).** If the injured player chooses to leave the game, their position in the bating order is left vacant and no penalty is assessed. *Note: If the courtesy runner is needed in the first inning, prior to an out occurring of the appropriate gender, the last batter in the order, of the appropriate gender, shall be the courtesy runner.*