

## Co-Ed Adult Slow Pitch Softball League Rules

It is the goal of OWSBA that this recreational softball league would encourage sportsmanship, respect, and fun!

### GENERAL RULES

1. The following rules shall govern all team and leagues under the jurisdiction of OWSBA. With the exception to these local guidelines, all rules will be administered in accordance with the Amateur Softball Association Rule Book.
2. All games will be played according to the league schedule. Weather related via OWSBA.com.

### PLAYER ELIGIBILITY

1. All players must be a minimum of eighteen (18) years of age. A seventeen (17) year old can be listed on a team roster but not eligible to play until following his/her birthday.
2. Illegal players will be subject to league suspension and teams using ineligible players can be subject to forfeiture of any and all games played.

### TEAM ROSTER

1. At least 33% of the roster must be female.
2. Post-season tournament - only players that have played at least 2 games with the team during the regular season are eligible to play.

### GAME TIMES & LIMITS

1. 9 innings or 80 minutes shall constitute a game, whichever comes first. A game will be considered official after 5 complete innings (or 4 ½ if home team is ahead) or forty minutes, whichever comes first.
2. No new inning may be started after 75 minutes from the start of the game as recorded by the umpire. A new inning officially begins upon the 3<sup>rd</sup> out of the previous inning. Innings will be played to completion unless the home team is ahead at the start of the bottom of the inning.

### PITCHING RULES

1. The pitch shall be released with an underhand motion.
2. The ball must be delivered with a distinctive arch of at least 6 feet from the ground after it leaves the pitcher's hand until it reaches home plate. The pitched ball shall not reach a height of more than 12 feet at its highest point.

## **BAT**

1. All players will bat with a wooden bat.

## **LINEUP**

**Recreational Batting Order** - The manager must list all rostered players playing in the game. The manager may list the players in any order and may freely substitute players on defense. A player may be added to the line-up at any time. However, a player listed on the line-up and not present at their time of bat will be counted as an out and removed from the line-up not to be re-entered. The batting order may not be changed once it has been submitted with the following exceptions:

### ***Reasons that the line-up may be changed without penalty include:***

1. Late Addition - a player arriving after the line up has been submitted will be listed following the last player on the lineup.
2. Injury - an injured player will be dropped from the batting lineup; the batting order will resume with the next batter. If an injury occurs to a player while that player is on base, the last player who made an out will substitute for the injured player on base. Injured players may not re-enter the game.
3. Emergency - Player who leaves the game due to some emergency will be dropped from the batting lineup; the batting order will resume with the next batter. Players leaving the game may enter once the emergency is resolved.
4. Defensive Ejections - an ejected player will be dropped from the batting lineup; the batting order will resume with the next batter.
5. Offensive Ejections - An ejected player will be dropped from the batting line-up; the batting order will resume with the next batter. Players ejected while occupying a base will not be replaced and will be counted as an out one time only. Players ejected prior to entering the batter's box will be removed from the line-up with no penalty.

## **RULES OF PLAY**

1. Teams may use a maximum of ten (10) players on defense.
2. There must be four (4) women in the field at all times.
3. Each batter enters the box with a count of 1 ball, 1 strike. All strikes count (fouls, swing-and-miss, looking strike).

4. There will be a maximum of 3 home runs allowed per team per game. Any homerun hit in excess of the three (3) will be an automatic out.
5. No sliding. If a runner slides into a base, it will be an automatic out.
6. No leading off. Runners who leave the base before the ball has been hit are out.
7. Balls that go under the outfield fence shall be called "out of play" and the runners can advance safely to the next base (max advance 60 feet). On all out of play overthrows, the base runners are awarded an extra base from the time of the throw.
8. Profanity or arguing with the opposing team or umpire can result in immediate ejection from the game.
9. **No metal cleats will be allowed.**
10. Blood Rule - a player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.
11. Obstruction: Defensive players cannot block any base without having possession of the ball.
12. This is a recreational league. Any dangerous play, as judged by the umpire, may result in an automatic out, ejection, or forfeiture.

### **The Batter**

1. Any ball does not go more than 30 feet from the front of the plate in fair territory will be considered a foul ball and will be counted as a strike
2. A batter is not awarded 1st base when hit by a pitched ball.
3. A strike is any legally pitched ball touching any portion of home plate or the mat. If the ball strikes the front of home plate and bounces back to the pitcher, it is a ball. If it bounces straight up or toward the catcher, it is a strike. The umpire's decision is final.

### **THE RUNNER**

1. COURTESY RUNNER RULE - A courtesy runner is allowed and will be the player who made the last out.
2. Player coming home may touch either home plate or the mat and will be considered safe. This rule is in place to help avoid contact between the runner and the defensive player at home.

## **DEAD BALL AND LIVE BALL**

1. A pitched ball that strikes the ground is considered a "dead ball".
2. When a "foul-tip" occurs, the ball is "dead" and runners may not advance.
3. A batter may swing at an illegal pitch and the play stands.
4. Once in play, the ball remains "live" until the umpire calls "time" which should be done when the ball is held by a player in the infield area, and in the opinion of the umpire, all play has ceased.

## **POSTPONED GAMES**

1. Any postponed games, rain-outs or otherwise halted games will be replayed at the discretion of OWSBA. Games will commence where they left off, as recorded by the official scorekeeper. **Make-up games will not necessarily be played on the same diamond, night, or time as had been originally scheduled.**

## **TEAM STANDINGS**

1. All leagues will be played strictly on a percentage basis. Tied games will be recorded as ½ win, ½ loss. If teams are tied in league standings, the following tiebreaker will be in effect:
  - Head-to-head competition
  - Run differential
  - Coin toss
2. Playoffs will be held the week following regular season play for the top 4 teams. 1st place vs. 4th place and 2nd place vs. 3rd place. The higher seeded team will always be the home team.