

HAVERFORD TOWNSHIP ADULT CO-ED SOFTBALL LEAGUE

RULES

A.S.A Official Rules govern game play. All exceptions or clarifications to these rules are listed below.

Equipment/Attire

1. Athletic shoes or cleats are required. NO metal cleats.
2. The home team is responsible for setting up the field and bringing game balls (Bases & pitching mound).
3. Players are required to wear the same color jerseys.
4. Bats – for safety reasons, we will follow ASA/USA Softball policies (<https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>)
 - a. The official bat must bear either ASA approved 2000 certification mark, the ASA 2004 certification mark, the ASA 2013 Certification mark, or the USA softball certification mark and must not be listed on an ASA Non-Approved Bat List with Certification Marks.
 - b. All bats having the 2000, 2004, or 2013 ASA certification mark or the USA Softball certification mark and not listed on the list of non-approved bats with certification marks will be allowed.

Officials

1. Games must be officiated by at least one umpire.
2. Umpires have jurisdiction over play and may call off a game due to darkness or rain.
3. Arguing or harassment of the umpire league supervisor, or the other team is not allowed. This includes the spectators, as well as team members and coaches. Repeated offenses will result in an automatic ejection of the team from the league. Remember, this is a recreational league and the idea is to have fun.

Player Eligibility/Team Rosters

1. All players must be high school graduates or eighteen years old by the first game.
2. All participants must be on the team roster. Participants are only allowed to play and appear on one team roster per season.
3. Each team roster must consist of a minimum of 12 and no more than 30 players.
4. Each team shall have one team captain and can have co-captains.
 - a. Team captain must ensure:
 - i. All team players must bat in the same order.
 - ii. Only the captain may request a conference with the umpire to dispute calls.
5. Each team captain must submit a completed roster prior to the start of the season. No changes can be made after the 4th week.
6. Players must enter 3 regular season games in order to be eligible for the playoffs.

Line-ups/Game Time

1. All games will be played on Mondays and Wednesdays. Games will begin at 6:45pm, unless otherwise listed on the schedule. Any team with fewer than 8 players 15 minutes after the scheduled start time will forfeit the game (umpire's watch).

2. Games will be seven innings long. Completion of four innings constitutes an official game when the visitors are leading. If the home team is leading, three and a half innings constitutes an official game.
3. The home team will be the second team listed on the schedule.
4. Teams must field at least eight players and no more than ten. Everyone on the line-up card must bat. Teams can field 10 players (minimum 2 females), 9 players (minimum 2 females), or 8 players (minimum 2 females).
5. Batting Order: 12 players can bat as long as no more than 3 males bat in a row (i.e. 3 males, 1 female, 3 males, 1 female, etc.) If a team's line-up is reduced due to injury, there is no penalty as long as the batting order rule is still followed. However, if the injury breaks the 3 in a row rule, the team must take an out for the missing player each time that position comes up in the batting order.
6. All team players must bat in the same order each time through the line-up.
If offensive substitutions need to be made, please refer to the model below:
Starting batting order – M1, M2, M3, F1, M4, M5, M6, F2, M7, M8, M9, F3
Bench Players – M10, M11, M12, M13, M14, F4
Substitution – M10 can sub for any males in the line-up. If M10 goes in for M1, M1 can only sub back in for M10. Now that M10 is out, they are done for the game.
Once you sub in from the bench and get subbed out again, you can longer return to the game.
7. A team having 8 players present at game time must begin play immediately or the umpire, after a two-minute warning, will forfeit the game. Teams may start 8 players (minimum 2 females in the field 2 females in batting lineup) without charged penalties for missing players. The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion.
Exception: If both captains agree, game may be started before scheduled game time.
8. Mercy Rule: If five innings have been played, and one team is leading by 10 runs or more, the game shall be called. Also, 15 runs after 4 innings and 20 runs after 3 innings.
 - a. **Exception:** There will be no 10-run or 15-run mercy rule in the playoffs – only a 20-run mercy rule after 3 innings.
9. A team failing to place at least 8 eligible players on the field after the 15-minute grace period will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.

Defensive Positions

1. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one female in the outfield and at least one female in the infield (pitcher and catcher count as infield in regards to this rule).

Substitutions

1. A female may only substitute for a female in the batting order, a male for a male.
2. Teams may substitute freely on defense each inning, assuming they are in the batting order.

Regulation Games

1. Regulation games last 7 full innings.
2. A game that is called off by the umpire for darkness or safety reason after 4 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.

3. In the event of a tie score at the end of the 7th inning, we will play a maximum of 2 extra innings in the regular season. In the playoffs, we will play extra innings until a winner is determined.

Running

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the base line. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
2. Leading off base and stealing are not allowed. **Runners may not leave the base until the ball crosses the plate.**
3. No blocking the plate (runner gets priority).
4. **One courtesy runner- one person can be selected before the game begins to receive a courtesy runner. A courtesy runner can only be used when there are 2 outs and the batter reaches first base.**
5. Pinch Runners are allowed. (Example: If there is a runner on base and you would like to make a sub, you can allow a pinch runner). This would be considered a substitution. (See Rule 6 in Line-ups).

Batting

1. All batters shall assume a one-ball, one-strike count when beginning their at-bat.
2. **Bunting is not allowed.**

Ball in Play

1. Ball is in play until the umpire declares the play is dead and will call a timeout. (Homeruns and ground rule doubles – umpire will decide boundaries before each game)

Designated Runner/Player Positions

1. In cases of an injury, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.
2. If a player is ejected, injured or becomes ill and cannot continue and a substitute is not available, the line-up will continue in the same formation (see rule 5 in Line-ups and Game Time).
3. The pitcher may be replaced on the mound once per inning unless due to injury/illness.

Pitching

1. Windmill pitching is not allowed. Slingshot pitching is allowed.
 - a. This means that the distance from the body and height of the pitcher's arm has no bearing on the legality of the pitch. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward toward the batter & simultaneous with the delivery of the ball to the batter. The pitcher must release the ball prior to moving her pivot foot.
2. The pitching mound shall be placed 42' from home plate.
3. Pitchers must be replaced if they hit three batters in any given game. They may not return to the mound in that game.

League Standings

1. League standings shall be the basis of playoff seeds. Ties in the league standings shall be broken by:
 - a. Games won in regular season head-to-head match-ups
 - b. Run differential in head-to-head
 - c. Run differential in overall games
2. Every team makes the playoffs. The playoff schedule will be released after the final regular season game has been played.

Forfeits

1. See Line-ups/Game Time for information about minimum player requirements and start times.
 - a. Using illegal players and/or not enough players will result in a forfeit.
2. You must give the least manager(s) at least 24 hours' notice to avoid forfeiting the game or you will be fined \$60.
 - a. If you won't have enough players, please call/email the league manager at least five hours prior to the start of the game.
 - b. Email – ktaylor@havtwp.org ; Cell – 484-745-8995