

# **LAKE CITY SLOWPITCH SOFTBALL ASSOCIATION**

## **Co-ed LEAGUE RULES**

*IMPORTANT LEAGUE NOTES:*

*GAME TIME IS FORFEIT TIME*

*These rules are for league only*

The Game:

1. May start with 6 of team's roster players
2. A team that is short players may pick up NO MORE THAN FOUR PLAYERS  
If a team starts with 6 of their own +4 pickup players to get to 10 and another ROSTERED player shows up that player can enter the game and bat in the 10th spot on the lineup card.  
If pickup players must leave the game and there is no roster player to replace them the vacant spot on the lineup card will be recorded as an out. The game is NOT a forfeit.
3. Players can be picked up from any team regardless of the division they play in.
4. All vacant spots in the lineup are OUTS.
5. Once the game has started teams may not pick up anymore non-roster players.  
· Roster player can be added to the lineup card whenever they show up. They DO NOT have to have been listed on the lineup card before the game starts.
6. If a pickup player must leave the game for any reason, the team CANNOT pick up another non-roster player to replace them.
  - a. ONCE AGAIN – a rostered player can enter the game at any time.
7. When your missing player arrives, they MUST enter the game ASAP.
8. During the league tournament, you may pick up two players. These players cannot be from another team currently in the tournament. This player can only be picked up one time during this tournament.
9. Open roster batting.
  - a. All rostered players MAY bat and enter field at any time (no limit)
  - b. If a player is injured and no sub is available then that batting position is an out (regardless of batting position)
  - c. If a player is ejected from the game; and there is not a sub on the roster, the game is forfeited
  - d. You cannot add to your batting line up after the game has started unless you have less than 10 players or are using a pick up player

Time Limit: 50 Minutes

Home Runs: 2

Mercy Rule:

15 runs after 3 innings

10 runs after 5 innings

Profanity:

First time –Team Warning

Second time – Team out is assessed

Third time –Team Player will be ejected

Ejected Player:

1. Must leave the complex for the remainder of the night.
2. Must be replaced in the lineup with a player who has not been in the game yet.
3. Must be a rostered player

Stealing: No stealing

Tie Breakers: Tie breaker rule is in effect