



**CITY OF SAN CARLOS
CO-ED SOFTBALL LEAGUE
RULES AND REGULATIONS**

PLAYER ELIGIBILITY

1. All players must be 18 years of age or older and out of high school.
2. Ten players make up a team, a minimum of 18 per team.
3. Managers may make roster changes up until the start of the third league game.
4. Players may not transfer from one team to another.

EQUIPMENT USED

1. Separate balls for men and women will be used. 12" ball for men and 11" ball for women.
2. No metal cleats. Rubber cleats only.

REGULATION TEAM

A defensive team is composed of 10 players: 5 men, 5 women. Teams may **not** play with less than 4 men or 4 women at any time. If only 4 women are present, then only 5 males may be on the field. If only 4 males are present, 6 females may be on the field. Even if only 4 women are present, the pitcher OR catcher must be female. A 6th male may not fill a vacant female position.

FIELD POSITIONS

Pitcher-Catcher must alternate male-female. Infield split between male-female (2 and 2). Outfield positions are optional as long as they are split 2 and 2 (male and female). All players must begin and finish the inning in the same position, with the exception of the pitcher, who may switch with another player, or be substituted for.

BATTING ORDER

The batting order shall alternate male-female-male or reverse. If you have more women than men, the next female in the batting order shall come to the plate to bat. Two males may never bat back-to-back. Women may bat back to back. Please submit a batting order for men and a separate one for women indicating which is to bat first.

PLAYING RULES (ASA RULES WITH THE FOLLOWING EXCEPTIONS)

1. All players must be 18 years of age or older and out of high school.
2. Offensive players must AVOID CONTACT when a play is being made on them at any base. Sliding into a base is optional. Once a runner has passed the commit line, it is automatically considered to be a force out play and the runner may NOT be tagged. Doing so will result in a "safe" call and a run scored.
3. No fake tags on players.
4. Players may substitute into the game defensively at any time. Male for male, female for female.
5. The team at bat must provide a player to pitch to his or her own team. This pitcher must stand in the designated 8-foot circle and pitch. The defensive pitcher must also start with one foot in the circle, but may leave once the ball is either hit or crosses the plate. If a batter hits the player who pitches the ball with the ball, the umpire must declare the batter out. A batter is allowed three pitches. Fouling off the third pitch is an **OUT**. If a pitch hits the ground it is considered a dead ball but still counts as a pitch. A batted ball hitting the protective pitcher's screen is a dead ball and still counts as a pitch. **The exception to the three pitches is:** if the third pitch is batted and hits the screen, one more pitch will be allowed totaling 4 pitches. The offensive pitcher must bring a mitt out to protect himself, however, if the ball is fielded by that offensive pitcher the batter will be out.

6. Games are 7 innings or one hour (whichever occurs first). Once an inning has started it must be completed. In case of ties, the "international tie-breaker rule" will be instituted, time permitting. Forfeit time is game time.
7. Commit lines and veer lines will be used. Touching of home plate will be an out. All plays at home plate are considered force out plays. Tagging by any player is not permitted once the runner has crossed the commit line.
8. Teams may add players onto the bottom of their lineup card after the game has begun.
9. Outfielders may not come into the infield to make a play. A ball touched first by an infielder is considered live and playable by anyone.
10. In the event of an injury from a batted ball, the bat will be temporarily confiscated for validation of legality by an umpire or scorekeeper.

RUN RULE

A 12-run rule will be in effect after the completion of the fifth inning. A 20-run rule will be in effect after the completion of 4 innings. **NOTE: DURING PLAYOFFS, THERE WILL BE A 12-RUN RULE IN EFFECT FOR ALL GAMES EXCEPT THE CHAMPIONSHIP GAME. DURING THE CHAMPIONSHIP GAMES A 15-RUN RULE WILL BE IN EFFECT AT TIME LIMIT.**

PROTESTS / FORFEITS

Protests are not allowed on judgment calls. If protesting a game, all of the following must be completed:

1. Notify the umpire and score keeper at the time of the protest. The following information must be recorded: inning, outs, players on base, batter, and the count on the batter.
2. Submit a typed protest explaining the protest and the specific rule misinterpretation and submit to the Athletics Office by 5:00 pm the next working day; protest may be emailed or faxed.
3. A \$25.00 protest fee must accompany the typed protest. If the protest is upheld, the \$25.00 fee will be refunded. If the protest is denied, the \$25.00 fee is deposited in the general fund.
4. The protest will be ruled on as soon as possible.
5. A team is allowed one prearranged forfeit per season without charge. Any further forfeits are subject to a \$25.00 fee that must be paid before the team's next league game. Teams that have 3 or more forfeits may be asked to leave the league and their opponents games be rescheduled.