

Slow-Pitch Softball Rules

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NOTE: Softball contests will be governed by the official rules of the Amateur Softball Association of America (A.S.A) with the following modifications.

Tennis shoes or rubber cleated shoes must be worn. Metal cleats are illegal in all leagues. Shoes deemed to be unsafe by the official will also be prohibited.

1. GAME TIME IS FORFEIT TIME! Teams must be ready to play at scheduled time with a minimum of 7 players. Penalty: Forfeit. My office will handle all re-schedules due to proper cancellation or rain-outs. Notification of rain cancellations will be provided before 5:15 p.m. on game days, and teams are expected to play as scheduled if this notice is not given. Umpires can declare cancellations before or during the game.
2. Seven innings will constitute an official game, unless darkness, rain or run rule prevails, then 4 innings (3 1/2 if the home team is ahead) is an official game.
3. At the end of 60 minutes (upon completion of inning started), unless darkness, rain, or run rule prevails, the game will continue to completion following the two-pitch rule. (When a batter receives two balls a base on balls is issued. When a batter receives two strikes - either called or fouled-off - an out occurs.) Game time begins with the first pitch or scheduled time whichever comes first. The umpire shall determine when a game goes to two pitch rule and finally the one pitch rule.
4. A team leading by 15+ runs after four innings or 10+ runs after five innings (4 1/2 innings if home team is ahead) or any complete inning thereafter will be declared the winner and the game complete. If this occurs before one hour, then the game will continue to play until the completion of the hour, unless both teams agree to stop. Once the slaughter rule occurs, the game is officially over.
5. Any extra inning games after 60 minutes will go to the two-pitch or one-pitch rule at the umpires discretion.
6. A team may place a maximum of 16 (minimum of 7) players in the batting order. There are unlimited substitutions.
7. If any slot in the batting order is (or becomes) vacant, an out shall be declared by the umpire. This includes the #8, #9, and #10 slot in the batting order.
8. When the batter enters the batter's box they will be given a count of one ball and one strike. When the batter reaches three strikes the batter is out. Four balls is a walk. When the batter reaches three fouls the batter is out. If the batter reaches strike three after the courtesy foul has expired then the batter is out.
9. A ball hit fairly to the outfield which then bounces or rolls out of play or is interfered with by players from another field or passerby, shall be declared dead and the batter-runner and all runners will be awarded one additional base fromwhere they were when the ball became dead.
10. Any batter who "throws" a bat with reckless abandon shall be liable for ejection. The umpire's judgment shall prevail.
11. All players in the field (max. of 10, min. of 7) must appear in the batting order. All players in the

batting order are strongly encouraged to be given a chance to play in the field. Defensive changes are unlimited provided that the game is not unduly delayed.

12. Warm-up for pitchers will not exceed three throws or one minute for the first inning only - thereafter, only one warm-up pitch will be allowed. No warm-up will be allowed in the infield or outfield after the first inning.
13. A strike mat shall be placed directly behind the home plate. Any legally delivered pitch with the proper arc requirement that makes contact with any part of the strike mat will be called a strike. Any pitch which makes contact with both the strike mat and home plate simultaneously shall also be called a strike. The catcher must allow the pitch to hit the mat or the ground before returning the ball to the pitcher. If the catcher catches the pitch before it hits the mat or in any way obstructs the umpire's view, the pitch shall be declared a ball. If the batter inhibits the ball from striking the mat in any way, the pitch shall be declared a strike. Any pitch, declared illegal by the umpire (not in the arc limit of 5 to 12 feet), hit by the batter shall be a live ball.
14. There must be at least 3 females in the batting order and in the field defensively at all times. Any lack there of will be considered "ghost players" and will be replaced with a "ghost" out. If you bat 10 players, the three females players can be placed anywhere in the lineup. If your team bats more than 10 batters, (max. of 16) you must have a female batter every third batter after the original ten batters. Example. Players 1 - 10 are still 7 males and 3 females batting in any order. Player 11 and 12 are males and player 13 is a female. Same holds true for 14, 15, and 16. Then you go back to the top of the lineup.
15. On any walk to a male batter (intentional or not), if next the next batter is a female, then the previous batter will automatically be given second base. The female batter on deck must identify herself as the next hitter or the extra base **will not** be given. The female batter will then be required to hit.
16. All playoff and championship players must have participated in a minimum of three regular season games. Please send in all team rosters by the start of the season. You can add roster spots as the season goes on.
17. Any excessive arguing with the umpire may result in a game ejection. The umpires call is final. part II: Any fighting will result in immediate ejection from game and possible suspension from the league.

SOFTBALL FLAG FOOTBALL VOLLEYBALL BASKETBALL SOCCER GOLF TENNIS

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