
Semi-Competitive Coed Softball League Rules

GAME & PLAYING TIME

1. All games will be played on a time limit: no new inning shall begin after 70 minutes except weeknight games and the last game of the day on weekends.
2. No team may start or continue a game on offense or defense with less than 8 players, 4 of whom must be women. **At least 4 women must be on the field at all times.** Less than 8 players at the field 10 minutes after the scheduled game time constitute a forfeit.
 - ❖ If a team is short one woman (3 present) at game time, teams may still play, however, the team will be charged with an out every time the missing woman would come up in the batting order. All available women must play positions other than catcher and the team must play short one fielder (the missing woman's position).
3. In the event of a tie game, every effort must be made to continue the game until the tie is broken if daylight allows and *if another game is not scheduled for play*. Tie games will be recorded as a half point (better than a loss, not as good as a win).
4. Postponement of scheduled games will be allowed, at the discretion of the opposing team, and if the field and officials are available without undue inconvenience to the office staff. Rained-out games will be rescheduled at the end of the season.
5. Any time a team is 15 or more runs ahead after 5 innings, **either team** has the option of declaring the game complete.
6. A playoff series at the end of the season may be used to determine the league champions. The format will be printed on the league schedules; games will be played on the time limit as described above, and the 15-run rule will be in effect. The determining criteria in the case of ties in the standings can be requested from the office at any time.
7. The scorekeeper will keep the official time and score.

LEAGUE RULES

1. Unless otherwise stated, A.S.A. Official Softball Rules govern play.
2. Participants must be 18 years of age or older and may not be active in a college baseball/softball program at the time of registration.
3. The manager of each team must give his or her team's line-up to the scorekeeper at least 5 minutes before game time. Use last names.
4. All players present at game time may bat and any 9 can play defensively.
 - ❖ The basic line-up starts with 10 players, 4 of whom must be women; there are no restrictions regarding positioning them in the batting order.
 - ❖ If extra players are added, the 11th batter must be a woman.
 - ❖ Any number of women extra players may be added; if men are used, the extra players must alternate woman, man, etc.
 - ❖ Late-arriving players may be added to the bottom of the batting order until the team has batted around once. After this time, any additional late-arriving players will be used as substitutes only. Exception: If a team starts short, with 8 or 9 players, late-arriving players may be added to the bottom of the batting order at any time until the team is rounded out at 10.
5. There are no restrictions about positioning male and female players on defense as long as 4 fielders are female.
6. If a team drops below the starting number of batters due to an ejection, that spot in the batting order will be an out when it comes up. Players may leave due to injury or other commitments without penalty AS LONG AS, there is no more than one more man than woman in the batting line-up, AND there are still 4 women in

the line-up that are able to play defensively. If there are at least 4 women, but more than just one additional man, the extra men may become subs. Please play smart. Seriously injured women may not continue JUST to keep her team from forfeiting!

7. Pitching Rules:

- ❖ The pitcher may play a second position on the field when his/her team is on the defensive.
 - ❖ Only 3 pitches are allowed. **Pitches must have an arc of at least 6 feet.** An illegal pitch is counted as a pitch; however, it is a dead ball and cannot be hit. If the 3rd pitch is illegal, the batter is entitled to one more pitch.
 - ❖ The pitcher must make every effort to get out of the way of any ball in play. If a ball accidentally hits the pitcher, it will be counted as a dead ball. If the pitcher obstructs a ball in play, the affected runner is out.
 - ❖ The pitcher must remain inside an 8-foot radius circle around the pitcher's mound.
 - ❖ The pitcher is not obligated to catch a ball thrown from the outfield unless the play is clearly over and runners have stopped their forward motion.
8. As long as runners are advancing, the ball is still live and may not be returned to the pitcher until the play is clearly over.
 9. The *women's home run line* will be marked by a restraining line 185' from home plate. When a woman is at bat, the outfielders (including the rover, who is considered an outfielder any time a woman is at bat) must remain on this curved line until the ball has been hit. If a woman hits a ball past this line in the air, it will be ruled a home run regardless of whether it is caught. If a woman hits a ball past this line in the air in foul territory, and it is caught, it will be ruled a foul ball, unless it is the third strike.
 10. No defensive player shall displace any other defensive player who has a clear opportunity to field the ball or make a play on a runner. This is *encroachment*, and the *call will be made at the conclusion of the play* at the discretion of the umpire. Penalty: Runners will be awarded the bases they would have reached, in the umpire's judgment, had there been no encroachment. Other runners will advance if forced.
 11. The use of a courtesy runner should be rare and should be requested prior to the start of the game unless a player is injured during the game. The courtesy runner is the last person out of the same sex.

MISCELLANEOUS

1. Normally, one official will be present to officiate each game. If no officials are present, the game will be postponed and rescheduled for the end of the season.

PLAYER CONDUCT

1. Managers and players are responsible for being familiar with League Rules and with the SANCRA Code of Conduct.
2. Team managers will be held responsible for the actions of their players and spectators.
3. Violations of League Rules or the Code of Conduct will result in appropriate penalties. Players who are suspended in the Capitola leagues will automatically be suspended in all other SANCRA member organizations, including Santa Cruz, Watsonville, Santa Clara County, and Hollister and Gilroy areas.
4. **Any player who is ejected from a game must leave the field within 2 minutes or his/her team will forfeit the game. That player will automatically be suspended for the next game.**
5. Alcohol is strictly prohibited at all sites which Capitola Recreation league games are conducted.

FORFEITS / PLAYER LIST

1. If a team is aware they are going to forfeit a game, it is the manager's responsibility to notify the opposing team's manager and the Sports Coordinator 24 hours or more in advance.
 2. Teams may use players from the free agent list at any time throughout the regular season (not including playoffs) to keep from forfeiting a game or to bring the roster up to complete (no EP's allowed). These players must sign a liability release form but will not be considered on the roster. This addition is for one game only unless otherwise approved by the Sports Coordinator.
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