

## TRI SPORTS Men's Softball Rules

**Equipment/Field Set-Up:** TRI SPORTS supplies game balls, bases, and bats (upon request). It is the teams' responsibility to bring their own gloves as well as any warm-up softballs. *Metal cleats are not allowed; players wearing metal cleats must remove them or be removed from the game.*

**Game Time:** Game clock starts at scheduled time or 3 minutes after the completion of the prior game (whichever is later); have your team waiting outside the dugout, with your batting order filled out, at the time the prior game finishes.

**Format:** Games are seven innings in length with a time limit of :60 minutes; a new inning will not be started after the 56-minute-mark.

Fielding teams are comprised of ten (10) players (4of/6if) with a minimum of 9 players. Regular season games can end in a tie. Games will be played to a winner in playoffs. Home/Away is determined by rock/paper/scissors or Odd/Even Guessing Game.

PLAYOFFS: Extra innings will begin with a runner on second base; runner will be person who made last out of previous inning.

**Forfeits:** Forfeit will occur if a team can't field minimum numbers by 5 minutes after start time. A team can play with a min. of 9 (3of/6if). PLEASE be courteous to other teams and notify the front office ahead of time if you will not be able to field a team at your scheduled time.

**Player Eligibility:** SUBSTITUTES are allowed, but cannot be on the roster of any other league team (A substitute fee of \$5/day applies).

**PLAYOFFS-** players must be on the roster and play in a minimum of one regular season games to play in the playoffs. No exceptions.

**Officials/Sportsmanship:** Officials have the final (and only) call on the field during play. Arguing with/disrespecting the official is grounds for ejection. Players should always act in a sportsmanlike manner, even when disagreeing with a call.

### **Running**

- 1) A runner may not leave the base prior to the ball being batted, or hitting the ground/being contacted by the catcher behind the plate.
- 2) 3 Steals/Advancements are allowed total per half inning (This includes runner advancement on pass balls). A player may not leave the base when attempting to steal until the ball hits the ground or contacts the catcher/catcher's glove behind the plate.
- 3) Sliding is allowed.

### **Hitting**

- 1) 3 home runs (OTP) will be allowed per team at the beginning of the game. Should both teams reach three home runs a 1-up system will be in effect (EX: Team A has 1 HR, Team B has 3 HR any further HR by Team B will be considered an out until(if) Team A reaches 3 HR). Any HR hit outside these rules shall be ruled an out. Team at bat is responsible for retrieving any ball hit out of play (fair or foul).
- 2) Every batter will start with a 1-1 count. A courtesy foul rule will be in effect with 2 strikes (first foul ball with 2 strikes does not result in an out, unless the player attempts to bunt; 2<sup>nd</sup> foul ball with two strikes is recorded as a strikeout)
- 3) Bunting is not allowed. Showing Bunt and/or Fake bunting is also not allowed.
- 4) Teams must maintain the same batting order throughout the game unless a player is injured.
- 5) Teams may bat 10 or 12 batters.
- 7) **Mercy rule:** If a team is up by 15 runs+ after 4 innings or 10+ after 5, the game will be considered final, the score recorded, and teams may scrimmage for the remainder of their time (5 minutes before the next scheduled game time), if they so choose (without umpires).
- 8) Foul balls must pass above the batter's head to be caught as an "out" by the catcher.
- 9) Batters throwing the bat are automatically out. Base runners return to previous base. (Umpire's discretion)
- 10) Warm-up pitches are only allowed prior to the first inning of pitching for each pitcher.
- 11) Pinch runners are allowed from 1<sup>st</sup> base only & must be the person that made the last out prior to the current batter. (Player must be injured during the game or at risk of further injury to receive a pinch runner. If a player is too injured to run prior to the game, they should not be in the lineup.)
- 11) Calling "I got it", yelling or any other loud noise in an attempt to distract the defensive team when your team pops up a fly ball or any other unsportsmanlike attempt to distract the fielders from making a play will result in an automatic out and runners return to previous base.
- 12) Dugout gates should be closed at all times. Balls thrown through an open gate result in an extra base awarded to runners, HOWEVER, if the ball is thrown through the batting team's gate, no bases will be awarded.
- 13) **Only USSSA/ASA approved slow pitch bats may be used.** Refer to: <http://www.baseball-bats.net/softball-bats/approved/index.html>  
Any player using an illegal bat will be ejected from game.

### **Fielding**

- 1) All players batting should field a minimum of 1 inning.
- 2) Infielders must remain outside the base path, & outfielders must remain on the outfield grass, until the ball is hit.
- 3) Infield fly rule is in effect.
- 4) Base players pretending to catch an incoming ball, which may or may not cause the runner to slow, duck, or endanger their safety in any way, will receive a sportsmanship warning, and all base runners will be awarded an extra base.

*Any rules not specifically listed in this document will defer to the 2009 ASA Handbook, and will be called as such by our officials.*