



Co-ed Softball Rules

ROSTERS:

- A full roster consists of between 12 and 14 players
- All players must be at least 18 years of age at the start of the league season
- Rosters are Co-ed and may not exceed a 2:1 gender ratio
- Teams weave/alternate between women and men and bat their entire roster
- Teams may field no more than 10 defenders while on defense; of which no more than 6 may be of the same gender
- Official rosters must be submitted when league play begins
- During the “regular season” portion teams may utilize non-rostered subs
- During the “playoffs” teams may only use rostered players
- Subs may become official teammates if they pay league dues and fees
- Once the game begins your lineup/batting order can only be altered in these situations;
 - Late Arrival – added to the end of their gender’s batting order as long as the teams hasn’t batted through that lineup already
 - Injury – Dropped from lineup, may not re-enter. Team will not be penalized for an out if/when it would’ve been their turn to bat
 - Ejection – Removed from lineup for the game, may not re-enter. Team will be penalized an out if/when it would be their turn to bat.

SCHEDULING:

- A typical season is 7 weeks long. 5 weeks of “regular” season games. 2 weeks of “playoffs”.
- The minimum number of innings played to be considered a finished game is 4 complete innings (3 ½ if the home team is leading)
- Canceled games will be rescheduled whenever possible
- A game is eligible for makeup if the game is called;
 - due to weather, field conditions, or safety
 - before 4 complete innings were played
- A game is not eligible for makeup if the game is called;
 - after 4 (or 3 ½) completed innings
 - as an official forfeit by either team
- Make up games will resume at the top or bottom of the inning they were called with the recorded score at that time unless otherwise noted

EQUIPMENT & THE FIELD:

- **NO METAL CLEATS! Shoes are required!**
 - First offense – warning and required to change cleats

- Second offense – ejected from the game
- Third offense – not allowed to participate the remainder of the season, OR the following season if season is over 50% played.
- Teams should be wearing similar or like uniforms during game time
- Bats and mitts to be supplied by the teams/players
 - We will compression test and sticker bats before they are able to be used in play
 - *We align with, but are not strictly governed or sanctioned by, ASA standards for bats*
- Game Balls will be provided by the league
 - “Hot Dot” (12” .52 COR 300 lb COMP)
- The Field
 - Bases are 60 ft
 - An outfield line will be sprayed in an arc from foul line to foul line. This is the closest the outfield is permitted to be before the ball is hit
 - *In the event there is no line present, the umpire shall use their discretion to ensure there is a reasonable gap between the infield and outfield. They may issue an automatic walk to the batter for flagrant, egregious or repeated abuse of fielder creep. –GTSS 7/11/2024*
 - The designated infield area will be confirmed. This is the area infielder must be before the ball is hit
 - Any special field conditions will be discussed with the ump prior to first pitch
- If an orange safety base is present at first base the batter should aim to hit that unless rounding to 2nd base. It is considered out of play for the fielding team. Fielders may only make outs on the White part of the base
- Home plate AND the strike zone mat are considered in play for both runners and fielders

THE GAME:

- To start, team captains will rock/paper/scissors to determine home/away. Winner picks
- The batting team may score a max of 7 runs in any inning that isn’t the final inning
- A complete game is 7 full innings unless the final inning rule is enacted
 - **Final Inning Rule:** At 55 minutes the ump shall call the next inning as the final inning (55 +1 rule)
 - **example:** 55 minutes is reached during the top of the 5th inning with one out. The 6 innings shall be the final inning
- Regular season games may end in ties if the game is tied at the end of the designated final inning.
- After the first inning, unless there is a pitcher change, teams should not take too many practice pitches or infield
- Playoff games will play extra innings until a winner is determined
- During extra innings the last out of previous innings starts as a runner on 2nd base
- Mercy is called if a team’s lead is 21 runs after 3 full innings OR 15 runs after 5 full innings
- Official forfeits are recorded at 21-0 losses

BALLS IN PLAY (AND NOT):

- A ball is playable when;
 - a foul batted ball is caught
 - a foul batted ball is touched by a fielder who is in fair play territory

- an infield fly is called
- a thrown ball remains in the playable area
- a thrown ball strikes an offensive player
- a thrown or fair batted ball strikes an umpire
- A ball is not playable when;
 - the ump calls time
 - an illegal pitch is called and not hit
 - a foul batted ball is not caught
 - a base runner is called for leaving the bag early (stealing)
 - offensive interference is called
 - a defensive player carries a ball out of the playable area
 - when there is an interaction at any base where players are entangled (such as an attempted tag on a slide)

DEFENSE (Pitching and Fielding):

- Pitchers must start their delivery touching or from behind the pitching stripe
- Pitch arc is 6 ft to 12 ft
- Quick pitching will be called as an illegal pitch
- If the pitched ball hits any part of the plate OR the strike zone that it's a strike
- All other non batted pitches are balls
- Batters do not take first when hit by a pitch
- There are no positional specific gender requirements
- An infield consists of a pitcher, a catcher and up to 4 other fielders in the designated infield area. The infield is to remain in this area until the ball is hit
- Anyone not considered an infielder is an outfielder and are to remain in the outfield area until the ball is hit
- A walk may be awarded to the current batter if either the infield or outfield is found outside of their designated area prior to the ball being hit
- Base runners will be awarded the base if defensive obstruction is observed
- **INFIELD FLY!** - The umpire has the right, but is not obligated to call an infield fly when there's;
 - 1.) *less than 2 outs*
 - 2.) *a force at 3rd base*
 - 3.) *a pop fly in the infield that could be caught with regular effort.*
- When an infield fly is declared the batter is automatically out and any runners are not obligated to advance to the next base but may choose to under standard fly ball rules (IE. tagging up)

OFFENSE (Batting and Base Running):

- **HOME RUN RULE!** - Each team is permitted 3 true home runs per game. Each true home run hit after this will be considered a ground rule double until the opposing team matches the number of home runs hit
 - *In-the-park "home runs" are exempt from this count*
- At-bats will start with a count of 1 ball and 1 strike
 - 4 balls = walk

- 3 strikes = an out
- With 2 strikes the batter has one grace foul ball. The next foul ball is a foul out
- We observe and call infield fly (see above)
- No bunting is allowed (called dead, treated the same as a foul ball)
- Leading off or stealing is not allowed
- If there are 2 outs and a male batter is walked, the next female batter will have the choice of swinging or taking a walk
- Courtesy runners are allowed for hurt or injured players. The batter must successfully make it to first under their own power before a runner can be used. The runner shall be the last out of the same gender. In the event a courtesy runner is on base when it would be their turn to bat they may either;
 - forfeit the base to bat
 - take an out to stay on base and the next batter is up
- Runner Interference will be called should a runner attempt to intentionally impede a fielder fielding/playing a live ball and the runner will be out

GTSS Note:

These rules are not exhaustive and may be subject to change if/when needed. Any changes are applied to the next match day and will be communicated to the league prior to playing. During the current game, the rules will stand and the umpire's word and judgment is final.

Participant and Spectator Conduct:

Refer to our Player Conduct and Spectator Conduct policies for guidelines and expectations.

Injury Disclaimer:

Participants should be aware that there is a risk of injury due to the inherent nature of the activity. Make smart choices!