

COED RECREATIONAL SOFTBALL RULES

Meet. Play. Chill. uses their own set of custom rules to help facilitate the best balance of fun, speed of game and play for its league players. We use ASA rules as a back-up to our listed rules. If you have any questions, please contact Mike at Meet.Play.Chill.CO@gmail.com for further rule clarification!

1. GENERAL RULES

- Play consists of at least 10 players per side. The breakdown is 6 men and 4 women in the field at one time. Teams may not play with more than 6 men at one time.
- There are NO position requirements of any players (there need not be 2 females in outfield and 2 in the infield).
- The catcher must stay at least 4 feet behind the batter.
- All games are 60 minutes in length OR 7 INNINGS; once the 60 minutes have expired we will finish the inning (unless the home team is up to bat and winning).
- Games during the regular season can end in a tie.
- There will be a 10 run limit per inning unless there are less than 10 minutes left in the game, at which point there is not a run limit (if a team is winning by more than 10 runs they will be held to 10 runs an inning)
- Once 30 minutes have expired it will be considered a complete game.
- If a game is called due to any circumstance (weather, darkness, etc) and LESS than 30 minutes have expired, the game will be restarted from the beginning at a future time.
- If a game is called due to any circumstance (weather, darkness, etc) and 30 minutes (or more) have expired, then the game will be considered a complete game and the final score will revert back to the last full inning played, unless the home team is batting and winning at the time. If the game was tied at the bottom of the last full inning played, then the game will end in a tie unless it is the playoffs, then the entire game will be re-played on a later date.

2. EQUIPMENT

- All players are encouraged to wear team t-shirts, or matching color t-shirts at every game for the entire season.
- All games will be played with a league provided softballs.
- Players are responsible for providing their own team bats and each player must provide their own glove.
- Cleats are allowed however, NO METAL SPIKES ARE ALLOWED.
- Any equipment in question should be brought to the attention of the umpire.
- The umpire will make all final decisions with regard to equipment discrepancies.

3. ROSTERS / SUBSTITUTES

- All players **must** sign the online waiver!
- For all leagues, a team may play a legal game with six players from their roster. If a team has less than 12 players, they can pick up players from another team.
- Outside subs are allowed during the season, but they MUST SIGN-IN on their team's respective waiver first. Failure to do so will result in an illegal player and an automatic forfeit.
- Teams may not pick up players (from other teams) to go over 12 or have substitutes.

- Only players on the roster are allowed to play in the playoffs. Teams can add to their roster any time prior to the end of their final regular season game.
- Once a player has signed their team's roster they CANNOT be replaced or removed from the roster. Exceptions may be made for extenuating circumstances, if you feel you have a compelling case, please contact the league office.
- During the play-offs only - Players have the right to ask for a roster check of the opposing team after the start of the game and before the end of the game. These requests must be made with the coordinator during game play, and if it is found that the opposing team is playing with an "illegal player" (i.e. not on that team's roster or not signed) then staff reserves the right to remove the player and/or forfeit the game. Staff decisions are final and roster checks may not be made by players once the game has finished.
- For a player with any designated impairments made known to the league before the game starts, may have a courtesy runner. The player must first bat and safely reach 1st base. At this point, the last player of that gender recorded out will be able to be a substitute runner.

4. FACILITIES / ALCOHOL

- Only two players (1st and 3rd base coach) will be allowed outside of the "dugout" while the team is at bat. All other players besides the on deck batter must remain in the dugout.
- Alcohol is allowed at Mile High Sport & Social Club games, following the local municipality or facility's laws/rules for participants that are at least 21 years old. No glass bottles please. Alcohol is NOT allowed on the playing field at any time during the game.

5. CO-ED RULES & TEAM SIZE

- Teams may bat more than ten players; however, the batting order may not have more than 2 males bat consecutively.
- All players in the field must be listed in the batting order. There are no "designated fielders" allowed.
- If a team has less than the minimum required number of players it is up to the opponent and/or umpire as to what is allowable.
- Prior to game time, ask your ump for a lineup card. The captain must fill out the official lineup card prior to the game and this will be kept by the ump. A copy of your line up should also be kept by the team.
- Once the lineup cards have been submitted to the umpire, they become official and you may add players to the bottom only. All substitutions must be given to the umpire as they are made.
- INJURED PLAYERS: If a player is injured during a game, captain must notify umpire to remove injured player from line-up card with no additional penalty. The male:female rotation must remain.

6. OFFENSE

BALL-STRIKE COUNT & FOUL OUTS: All batters begin at-bats with a 1 & 1 count. A strike is called for each foul ball hit. With two (2) strikes, there is one courtesy foul ball, and the next foul ball after that is a foul out.

HOMERUNS: OTF (over-the-fence) allowances (all additional OTF homeruns are outs):
Co-Ed – one (1)

NOTE:

1. Homeruns do NOT have to be run-out by the batter nor any runner(s). Please observe the “Hit & Sit” rule to speed-up the game.
2. Three (3) game balls will be provided per game.
3. It is the responsibility of each team to retrieve their homerun and foul balls.

BATS This league uses the approved list of ASA bats for this league. We do have a few restrictions:
[Here a list of banned bats with certification mark.](#)

- Bunting is not allowed. It is at the umpire’s judgment to call a play back for not strong enough of a swing or to award an out to the defense for a repeat offender.
- All players in the field must be listed in the batting order. There are no designated batters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing captain.
- No lead-offs or stealing, runners can leave the base **once the ball is hit by the batter**. If a runner is leading off, the ball is dead and the runner is declared out. If a runner leaves early (after the pitch is made but before it reaches the plate), this play must be appealed by the defense.
- Players are considered out by one of the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw out at one of the lead bases, (4) The runner being tagged by the ball, (5) A foul out.
- Infield fly rule is always in effect unless there are 2 outs.
- Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher.
- **SLIDE or SURRENDER:** When a base runner is approaching a base in which a fielder is in possession of the ball or is in a position to receive a ball in flight to them, the approaching base runner must slide or surrender him/herself. If a base runner fails to do either of the above options, they will be called out and/or ejected. Accordingly, the fielder may not intentionally impede the path of a base runner. If this rule is violated, the base runner will be awarded the next base in line. If any player runs into any opposing player with great force, the offending player will be called out and ejected.

7. DEFENSE

- All leagues will use the pitch-height rule: **6 - 12 ft** (6 ft Minimum, 12 ft Maximum).
- During any pitch where it is deemed illegal (pitcher left contact with the pitching rubber, pitch outside height rule), umpire will declare an “illegal” pitch, where if the batter takes no action, a ball will automatically be granted. If the batter swings at the pitch, any action will take precedence and the illegal pitch call will be ignored.
- Any foul ball caught in the air is an out. If a foul ball is dropped in foul territory, it remains as a foul ball.

- First basemen must have a foot on first base (not the safety bag) in order to make an out. The runner will be safe if the first baseman does not touch first base before the runner.
- All 4 outfielders must remain behind the grass “outfield line” when a female is up to bat. If the “line” is not clearly marked it is up to the umpire’s discretion if an outfielder is too close to the infield. There cannot be more than 6 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base.
- All thrown balls are deemed out of play when it is unsafe to continue play (ball approaches an out-of-play ditch, parking lot, etc.) This will be deemed and only called by the umpire.
- On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

8. MERCY RULES

- Game mercy rule (PLAYOFFS ONLY): 10 runs after five complete innings.

9. FORFEITS

- Game time is forfeit time.
- If the opposing team wishes to grant time for their opponents to show up, the game clock will be started and the team will be given a 10 minute grace period to get their full team on the field ready to play.
- Teams may pick up substitute players during the regular season in order to field a legal team. Substitutes will not be allowed during playoffs.
- All substitutes must be signed onto a roster/waiver for that night.
- If a team forfeits a game, their opponent will be awarded a 10-0 win.
- If you know in advance that your team is going to forfeit a game then we encourage you to call our office so we can inform your opponent.
- If your team forfeits a match during the season, the following rules apply:
 - First Offense: Loss of the match and warning issued.
 - Second Offense: Loss of the match and staff reserves the right to remove team from playoffs.
 - Third Offense: Loss of the match and possible removal from the league.

10. SPORTSMANSHIP & EJECTIONS

- At Meet. Play. Chill., we facilitate fun! We hope that all participants keep that in mind when becoming involved in our leagues and social events. Although the games may become intense, you still can be competitive while maintaining good sportsmanship.
- Any behavior deemed unacceptable by staff may result in ejection from the game and/or suspension from a game or the league, even if the event did not result in an ejection at the time.
- Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans.

Any fans of teams may be asked to leave by Meet. Play. Chill. staff. Refusal to leave could result in forfeiture of games

- Fighting is not allowed and will NOT be tolerated. All parties involved in fighting will be subject to ejection from the game at the umpire's discretion and subject to ejection from the league at the discretion of Meet. Play. Chill..
- Any player that gets ejected from a game may face league suspension for one or more games.
- Meet. Play. Chill. reserves the right to remove a player or team from the league after just one incident depending on the severity of the situation.
- Multiple ejections, even across multiple seasons, may result in permanent suspension from all Meet. Play. Chill. activities.

11. SCHEDULE/STANDINGS

- League Schedule and Standings will be posted on-line throughout the season.

12. PLAYOFFS

- All eligible teams make the playoffs (teams that have not abused any policies are eligible).
- Only players on the roster are allowed to play in the playoffs. Teams can add to their roster any time prior to the final game of the season.
- Once a player has signed their team's roster they CANNOT be replaced or removed from the roster.
- If it is deemed that a player is not on a roster or has not signed the roster before the end of the game, the player will be removed and team penalized up to and including a forfeit of the game. This will be determined by Meet. Play. Chill. staff.
- It is the responsibility of the team captains to make sure all players in their line-up card are eligible players for all games.
- Playoffs are single elimination.
- Depending on schedule and facility constraints, some teams may need to play more than one playoff match per day.
- If a playoff game is still tied after 7 complete innings, the California Tie Breaker will be used, where each team will start the next inning with a runner on second base (the last out of the previous inning) and will start with one out. This will continue until there is a winner.
- RANKING-Teams are ranked according to (1) winning percentage, (2) run differential, (3) head-to-head, (4) coin flip