

Softball City Game Rules for 2022 League Play

NOTE: These rules MUST be read in conjunction with the latest edition of the Slo-Pitch National Rule Book.

Rule 1 – Playing Rules

The Slo-Pitch National (SPN) Rule Book (latest edition) will be used by all Softball City leagues and will hold authority over all situations unless noted otherwise in these Softball City Game Rules for League Play.

Rule 2 – Protests

This is a no protest league. All umpire decisions are final.

Rule 3 – Pickup Players

1. Teams that do not have enough players to field a team for a game may pickup a maximum of two (2) players from a Softball City registered team based on Matrix 'A'.

MATRIX "A"		Category of Team		
		Men's League	Women's League	COED
Pick-up From	Men's League	Yes	No	No
	Women's League	No	Yes	No
	COED	Men Only	Women Only	Yes

2. Teams **MUST** play their entire bench **BEFORE** using a pickup player (i.e., if there is a woman on the bench, a man can not be picked up).
3. Players not at the park for game time may be listed on the roster as substitutes and may participate in the game in that capacity. Any player arriving at the park must, at first opportunity, be substituted for a pickup player.
4. Pickup players must have their named circled and their team identified on the lineup card.
5. Pickup players must bat in the last available position in the batting order. Note, for COED leagues Rule 10 Section 2 is applicable.
6. **Teams can NOT pickup players for playoff games.**
7. Consequences:
 - a. During round robin games, If the player is found to be in contravention of the above, the game will be a forfeit.
 - b. During playoff games, if the player is found to be in contravention of the above, the player and coach will be ejected. If there is no legal substitute for the illegal player, the game will result in a forfeit.

Rule 4 – Game Length

1. Round robin game length is a maximum of seven (7) innings, time permitting. At 60 minutes the umpire will call time and notify both teams that the next inning is open. If the home team is ahead, the bottom of the last inning will not be played; no last bats to improve run differential. Tie games remain a tie after seven complete innings or if time expires.
2. For league playoffs, ties will be played out. If the game is tied after seven (7) innings of play, the SPN International Tiebreaker will be in effect.
3. If due to rain, darkness, time limit, or other reasons as determined by the umpire(s), the game is called before seven (7) innings, but after 4.5/5 innings of play, the score at the end of the last

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complete inning will be used. If the home team is ahead after the visiting team bats in the 5th inning and time has expired, the game will be deemed complete.

4. Games called before the end of five (5) innings are ruled incomplete and will be rescheduled.

Rule 5 – Game Commencement

There will be no grace period at the start of the game.

Rule 6 – Official Score

1. In all games, each team is required to submit the lineup card to the umpire and opposing team before the start of the game. Lineup cards must include the name of the head coach or manager.
2. The umpires will keep score of the games and submit the final scores to Softball City. Teams are strongly encouraged to keep scores themselves and verify scores during and after the game with the umpire(s) by agreeing on the score and both teams initialing the umpire's scoresheet. The umpires score sheet shall be considered official.

Rule 7 – Unacceptable Behaviour

Umpires may use their discretion to eject any drunken player, coach, or manager from the game.

Rule 8 – Pitching Helmets or Masks

A pitching helmet or pitching mask is mandatory for all pitchers in ALL Softball City leagues, no exceptions. A pitching helmet or pitching mask must cover the full face and temporal region. Please check with Softball City staff if you have any questions regarding pitching helmet or pitching mask requirements.

If a team can not field a pitcher with a pitching helmet or mask, then the game will be forfeited.

Rule 9 – Batting Helmets and Fielders Masks

Masks are Strongly recommended for all infield positions.

Batting helmets are strongly recommended for all batters.

Rule 10 – COED League Specific Rules

1. Teams must start with a batting order of seven (7) male and three (3) female players.
2. The batting order must not have more than three (3) male batters in a row. Should a team choose to play 6/4 or 5/5, the batting order must not have more than two (2) male batters in a row.
3. There must be at least three (3) female players in the batting order throughout the entire game. An out will be declared if either the female player is not available for her at bat or if she is injured and there are no female substitutes.
4. A team must field a minimum of nine (9) players, of which at least two (2) must be women players, to start and complete a game. There will be an automatic out for the tenth player unless the tenth player enters the game before their at bat.
5. A female player may be substituted for a male player. A male player may not be substituted for a female player.
6. If a player is ejected from a game and there are no legal substitutes, the game will end in a forfeit.

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7. Teams may bat additional players. For each male player added to the batting order a female player must also be added. Additional players must finish the game or be replaced by a legal substitute. If they can not finish the game and there are no legal substitutes, then automatic outs will be in effect.
8. Courtesy Runners are allowed from any base at any time. All male players listed on the lineup card are allowed to run in place of another male runner once per game. Female players may run an unlimited number of times per game for male or female players.
9. Progressive Homerun Rule: a team may hit a maximum of two (2) homeruns more than their opponent at any time during the game. If a team hits a third homerun more than their opponent, the batter is automatically out. Runners can not advance on automatic out homeruns.
10. Outfielders are not allowed to throw females out at first base. Relays are permitted.
11. Male players will hit the 12-inch ball. Female players have the option to hit either the 11-inch ball or 12-inch ball.
12. Strike mats will be used.

Rule 11 – Men’s League Specific Rules

1. Teams may start with a batting order of nine (9) players, but they must finish the game with nine (9) players.
2. If a player is injured during play, and there is no legal substituted available, the team may complete the game with nine (9) players. There will be no automatic out for the injured player.
3. If a player is ejected from a game and there are no legal substitutes, the game will end in a forfeit.
4. Bases will be at 70 feet.
5. The pitching zone will be 24 inches wide, located 50 to 60 feet from the original home plate.
6. Batters will start with a one & one count with no courtesy foul ball.
7. Courtesy runners – Three (3) per game, and a person can only run once. Allowed from any base at any time.
8. Only seven (7) home runs are allowed per game. Any home run hit in excess of seven (7), the batter will be called out.

Rule 12 – Women’s League Specific Rules

1. Teams may start with a batting order of nine (9) players, but they must finish the game with nine (9) players.
2. If a player is injured during play, and there is no legal substituted available, the team may complete the game with nine (9) players. There will be no automatic out for the injured player.
3. If a player is ejected from a game and there are no substitutes, the game will end in a forfeit.
4. Batters will start with a one & one count with no courtesy foul ball.
5. Courtesy runners – Three (3) per game, and a person can only run once. Allowed from any base at any time.
6. Only seven (7) home runs are allowed per game. Any home run hit in excess of seven (7), the batter will be called out.