

ADULT SOFTBALL PLAYING RULES

RULE 3A – GOVERNING RULES

All tournament games will be played under A.S.A (Amateur Softball Associations) rules.

RULE 3B – REQUIRED NUMBER OF PLAYERS

- A. Team Make Up:
 - a. The required number of players per team is ten (10). If the team plays with only 8 or 9 players, there will be no outs assessed when those positions come to bat.
 - b. The maximum number of batters allowed is eleven (11)
 - c. If a team plays with eight (8) or nine (9) players, there will be no outs assessed against those vacant positions.
 - d. Team may be any combination of men and/or women.

RULE 3C – REGULATION / OFFICIAL GAMES

- A. A regulation game is seven (7) innings or sixty (60) minutes, whichever occurs first.
- B. The umpire's watch will be the official clock. After the time limit has expired, the current inning shall be completed and game ended unless tied, in which case play will continue until game is decided. If home team is batting and is ahead the game will end immediately. If the game ends in a tie, the international tie breaking rule will be in effect: the last batter of the previous inning will start the new inning at second base. The game will continue until one team out scores the other.
- C. If a player is injured in play, the umpire shall add the time it takes to remove him from the playing field and notify each manager of the amount of time added.
- D. Should a game be called because of rain after four (4) innings have been completed (3 ½ innings if home team is ahead), the game is official and WILL NOT be made up.
- E. Each player will have a one and one count for each turn at bat.
- F. The game will be played under a foul ball on strike three rule.
- G. All decisions regarding rain delays will be made within forty-five (45) minutes from the time the teams have been pulled from the field. The field supervisor will make an announcement at that time.

RULE 3D – HOME RUN LIMITS AND RUN RULES

- A. If at the end of five (5) full innings of play, one team is ten (10) or more runs ahead, the game will be considered complete.
- B. If at the end of three (3) full innings of play, one team is fifteen (15) runs ahead, the game will be considered complete.
- C. No team will be allowed to score more than twenty (20) runs in one inning. After the twentieth (20) run has been scored, the inning will end and the opposing team will bat.
- D. Home Run Limits: Two (2). Teams will play under a "One Up" rule, which means that once your team has hit the home run limit, your team cannot hit another home run until the opposing team has hit the limit. At that time, your team can then hit one more home run to go "One Up" on the other team. You cannot be more than "One Up" on the opposing team. The home team cannot hit a "One Up" in their final at bat in a game due to time restriction or final inning.

RULE 3E – PLAYER / MANAGER EJECTION RULE

- A. The BSCPA Alumni Staff and/or umpire reserve the right to eject a player from the complex, if necessary. The amount of time will be determined by the severity of the act.
- B. Any person making verbal assaults and/or physical contact with the intent to bring harm to an umpire, employee, BSCPA Alumni Staff, spectator or other player, will be asked to leave the park.. In addition, if conditions warrant, criminal charges will be brought against said person. **FIGHTING WILL NOT BE TOLERATED!**
- C. Anyone ejected from a game must leave the field area immediately and take no further part in the game. If the participant does not leave immediately, the manager of the team will need to leave with the player. If the situation cannot be resolved it will be a team forfeit. Police may be called if necessary.

RULE 3F – SUBSTITUTIONS

All substitutions must be reported to the umpire. Failure to report substitution to the umpire will result in the ejection of the illegal player, when brought to the attention of the umpire by the opposing manager.

RULE 3G – RE-ENTRY RULE

Any of the starting players, except players in the EP position, may withdraw and re-enter once, providing he/she occupies the same place in the batting order. A substitute who is withdrawn may not re-enter. All substitutions must be reported to the umpire.

RULE 3H – FOUL BALL ON STRIKE THREE

The batter is out if after the second strike he/she has already fouled one pitch off and fouls a second pitch off. Ball is dead and no advancement of base runners is permitted.

RULE 3I – UNIFORMS

All teams are encouraged to wear matching colored shirts with numbers but this is not a requirement. Metal cleated shoes of any type are prohibited.

PROTEST POLICY

RULE 4A – VALID PROTEST

No “judgment” call can be protested. Protests are considered valid with regard to rule interpretations only.

RULE 4B – RULE INTERPRETATION PROTEST

For a valid rule interpretation protest, the following steps must be taken:

- A. Any protest must be announced verbally to the umpire when the contested action occurs and BEFORE the next pitch.
- B. If a protest occurs, the umpire must inform the field supervisor and he will attempt to contact the umpire coordinator for immediate ruling on the protest. If he is unable to contact the umpire coordinator, the game will continue and the protest will be ruled upon the next day by the umpire coordinator.

POLICY

RULE 5A – GAME BALLS

Balls will be provided by the BSCPA Alumni Association.

RULE 5B – Bats

All leagues will follow the A.S.A Non- Approved bat list with certification marks. Bats must be A.S.A approved and bear the ASA 2000, 2004, or 2013 certification marks and not listed on any ASA non-approved bat list. First offense of using an illegal bat will result in an out, second offense will result in an ejection, the third offense by the same team in one game will result in a forfeit. For more information on Certified bat lists visit www.asasoftball.com and click on the Equipment Tab



RULE 5D – Scorekeeping

The BSCPA Alumni Association will provide scorekeepers. Team Managers will be responsible for maintaining the batting line-up. Line-up will be turned into the umpire before games, must list each player first and last name. The umpire will be responsible for tracking and recording official score and should announce score at each half inning.

RULE 5E – VULGAR AND OBSCENE LANGUAGE

Obscene language will no be tolerated. Umpires have been instructed to eject violators. BSCPA Alumni Association Staff may eject any individual using obscene and vulgar language from the ballfield area.

RULE 5F – SMOKING

Smoking is not allowed in any City Parks. This includes ballfields, dugouts, and ballfield areas. Smoking is only allowed in the parking lot

RULE 5G – ALCOHOLIC BEVERAGES

No Alcohol is allowed in the dugouts or on the field of play. Alcohol is only allowed in the parking lot
Umpires and BSCPA Alumni Association staff reserves the right to remove anyone that is belligerent or is deemed unsafe to play.

RULE 5H – FAN BEHAVIOR

All fans attending league games are expected to conduct themselves in a respectful manner. Fans may not harass any player, coach, official, or opposing fan with obscenities or negative comments. This behavior may result in fan ejection, team ejection and/or forfeit. Team managers will be asked to assist in confronting fans. If not addressed, game can be declared a forfeit and possible suspension for offending team.

The BSCPA Alumni Association reserves the right to interpret any and all rules and situations. Further The BSCPA Alumni Association reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefits of the tournament.