

Redmond Parks and Recreation Department
SOFTBALL LEAGUE RULES
Coed Leagues – Revised 3/26/15

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Redmond Parks and Recreation Softball League rules will be consistent with current ASA rules except for the following modifications and clarifications. Any situations that arise during a game that are not covered in the League rules are at the discretion of the game umpire.

I. Equipment

- a. No metal spikes are allowed.
- b. Teams are recommended to provide players alike colored shirts with #'s on the back.
- c. The home team is responsible for the official scorebook and providing the umpire with a new 11" and 12" game ball. The visiting team is responsible for a good 11" and 12" back up ball at the start of the game.
- d. An 11" ball shall be used when a female is batting and a 12" ball when a male bats.
- e. Redmond Parks and Recreation's bat rule is consistent with ASA Championship play. If there is a question about a bat, the bat must be approved by the game umpire.
- f. If a player brings a banned bat into the batter's box during a game the umpire is required to award the defensive team an out and eject the player from the game.
- g. If a player brings a bat that is suspected of being altered into the batter's box during a game, the bat in question will be confiscated by the umpire and turned over to the League Coordinator. The player is not ejected in this situation.
 - i. Failure to turn over the suspected bat to the game umpire will result in the game being forfeited to the opposing team. The team in possession of the suspected bat will not be allowed to continue with the season until meeting with the League Coordinators from Bothell and Redmond and an ASA representative.
 - ii. The League Coordinator will then work with ASA to confirm whether the bat has been altered.
 - iii. If the bat is found to have been altered, the player will be suspended from play in Bothell and Redmond Adult Softball Leagues for a five (5) year period. Also, the game in which the bat was confiscated will be scored as a forfeit by the team in possession of the altered bat.
 - iv. If the bat is found to have been altered it will not be returned to the player. If the bat is not found to have been altered, the bat or a replacement bat will be returned.
 - v. Altered bat information will be shared with the Seattle Tacoma ASA commissioner.

II. League Participation

- a. Players must be at least 18 years old to participate
- b. All players must sign the official team roster or add/delete form to participate. Rosters must be on file with the recreation office prior to participation. Changes to the roster can be made until the roster deadline set by the League Administrator.
- c. Players may participate on more than one team as long as:
 - i. The teams are not in the same division of play
 - ii. If the teams are in the same league (i.e. Spring Coed Sunday League) the teams are +/- one level of play. For example, you can play in Division 2 and Division 3, but not Division 1 and Division 3.
 - iii. They are on each teams' official league roster that is on file at the Recreation Office.
- d. Players not on your teams' official roster on file with the Recreation Office are ineligible to participate. "Fill-in" players are not allowed.

III. Game Participation & Substitutions

- a. Prior to the start of the game teams must either elect to bat 10 players, or bat through all players present (**See Section III.A. and III.B.**) **You must notify the opposing team if you will be batting through the entire roster, or if you will be using a standard 10 player batting order with substitutions. Please note if you are batting only 10 players you must comply with ASA substitution rules.**

- b. **Teams MUST have at least 8 players in the field (4 male and 4 female) to start and finish a game.** If at any time during a game a team has fewer than 8 players present, the game will be considered a forfeit. There will be no “automatic out” for teams with fewer than 10 players present.
- c. **Teams should have 10 players on defense. Teams MUST play 5 male and 5 female players when possible. Teams may play with a minimum of 4 male and 4 female players, and maximum of 6 male OR female players in the field if they have cannot meet the 5 players of each gender requirement. If a team utilizes the gender flex rule, the majority gender player must play the catcher position.**
- d. If a team begins with fewer than 10 players and then the 9th, or 9th and 10th player arrive, they may be added to the bottom of the batting order.
- e. Courtesy runners are allowed with consent of the umpire and must be requested immediately after the batter reaches base. The courtesy runner must be either 1) the last same-sex player to make an out, 2) the furthest same-sex player away from the current batter in the batting order that does not require a courtesy runner. If one of those players is not available to be a courtesy runner then no courtesy runner may be used.
- f. Teams must list each player’s first initial and last name in the official scorebook

III. A. Participation & Substitutions (For Teams batting all players present)

- 1) Teams must alternate male/female or female/male throughout batting order
- 2) Teams batting through all players present may substitute freely on defense with no re-entry restrictions.
- 3) If a team elects to bat their entire roster but has a different amount of male and female players present, they must use a “progressive” batting order. This allows all players to bat and substitute freely while alternating male/female in the order.
- 4) In this situation, teams MUST submit an extra list of all male and female players present in their batting order to the official scorekeeper prior to the game.
- 5) If a player gets hurt, or needs to leave during the course of a game, they may be dropped from the batting order with no penalty, assuming the team still has 8 players (4 of each gender) present. **However players cannot re-enter the game if they have missed a turn at-bat.**
- 6) Any combination of players is allowed as long as teams have at least 4 males and 4 females minimum in the batting order. ***For example: Teams may progressively hit 10 men and 4 women or 10 women and 4 men. See example sheet***

III. B. Participation & Substitutions (For Teams Substituting Players)

- 1) Teams must alternate male/female or female/male throughout the batting order
- 2) If a team is only batting 10 players, any player (starting or non-starting) may substitute in and out of the game no more than twice. They must retain their original spot in the batting order when they re-enter.

IV. Game Structure

- a. Games are scheduled 1hour and 15 minutes apart. **No new inning may begin 1hour and 10 minutes after the SCHEDULED start time of the game.** If a game starts before its scheduled start time there will be no new inning after 1hour and 10 minutes of the ACTUAL start time.
- b. There is a 10-minute grace period! Teams not ready to begin play 10 minutes after their scheduled start time will forfeit the game. The second game of a double-header will be forfeited if a team is not ready to play 30 minutes after the scheduled start time of the first game.
- c. Each game will be scheduled for 7 innings
- d. Men bat straightaway (regular handed)
- e. If a team is ahead by 10 or more runs at the end of 5 innings, the game is over. (4½ if the home team leads by 10 or more)
- f. Incomplete games of less than 4 innings will be rescheduled and must start from the beginning of the game. Games of 4 innings or more that end in a tie will not be rescheduled.
- g. Games will be played with a standard 4 ball/3 strike count
- h. Players will **NOT** have a courtesy foul ball. If a foul ball is hit after having 2 strikes, the batter is out.
- i. When a male or female batter receives a four pitch walk, or is intentionally walked, the batter will be awarded second base. The following batter (regardless of gender) does NOT have the option of a “free walk”, they must bat.
- j. For safety purposes, a pitcher may elect to pitch from a distance up to 10’ behind the standard 50’ pitching rubber. The pitcher must be directly behind the pitching rubber and all regular pitching rules including pitch height still apply with the exception of the pitchers foot being in contact with the rubber. The pitcher will establish the

pitching distance on the first pitch of each at-bat. The pitcher must remain at that distance throughout the entire at-bat. Switching distances during an at-bat is not allowed.

- k. **The umpire shall automatically apply a “Dead Ball Out” ruling when a batted ball strikes a pitcher who is in line with the pitching rubber and home plate after delivering a pitch. This rule applies to line drives and sharply hit short hops. The rule does not apply if the ball hits the pitcher’s mitt first, unless it is deemed by the umpire that the pitcher only used their glove as an act of self-defense and was unable to make an actual play on the ball. This rule applies whether the pitcher elects to pitch from the pitching rubber or up to 10 feet behind the rubber.**

V. Forfeits/Protests

- a. If a team forfeits two games during the course of one season, they will automatically be dropped from the remainder of the schedule. They will also lose their “returning team” status for the following season and paid league fees.
- b. All games that are umpired by an ASA umpire will be considered official contests. If no umpire is present but the teams elect to play, the results are not official.
- c. Intent to protest must be made by the team manager immediately after the questioned incident. The umpire, and the opposing coach or manager must be formally notified, and the intent to protest must be written in the official scorebook.
- d. Teams may not protest judgment calls.

VI. General Ground Rules

- a. **Home Run Rule** – A progressive Home Run rule will be in effect for over-the-fence home runs. This means that once teams reach their limit of ONE over-the-fence home run (not home run hitters), no team may be more than one home run ahead of the other team. A dead-ball out will be the penalty for any untouched over-the-fence home run that puts a team 2 home runs ahead of their opponent.
- b. Any fair ball that is hit over a permanent or temporary fencing structure on the fly will be considered an over-the-fence home run. **A fair ball hit into netting above a fence on the fly without clearing the net will be considered a live ball.**
- c. If a fair ball enters another field of play in the air or on the ground it will be considered a live ball. If a player or spectator interferes with the ball or the play, the umpire will use their judgment to award bases to the best of their ability.
- d. Unless there are designated out-of-play lines, the out of-play area will be an imaginary line that extends even with the 1st and 3rd base fence lines.
- e. Please be cautious of other park users

VII. Park & Conduct Rules

- a. Physical or verbal abuse of umpires will not be tolerated. Physical abuse will result in the offending player and/or coach being suspended from the league pending a hearing. SEE PARTICIPANT CODE OF CONDUCT.
- b. An ejection will result in a player being ineligible for the remainder of the current game, as well as the next scheduled game. The offending player must be out of sight and sound of the field.
- c. There are NO ALCOHOLIC BEVERAGES ALLOWED ON PARK PREMISES
- d. Sunflower seeds, tobacco, and gum are not allowed on the field or in the dugout of the turf ball fields. Teams and players that violate this rule are subject to fines, ejection, or removal from the league as decided by the league administrator.
- e. Rainout information will be available after 3:30pm on weeknights, at 9:00am on Saturdays and at Noon on Sundays. The rainout #'s are as follows:
 - Grass Lawn Park 425-556-2390
 - Perrigo Park 425-556-2390
- f. The winning team is responsible for reporting the scores to the League Administrator either by phone **425-556-2308** or email at jhagen@redmond.gov
- g. Manager’s/Coaches are responsible for communicating the league rules and the code of conduct to their players and spectators. Please take a copy of the league rules and the Participant Code of Conduct to your games.

Progressive Batting Order Example

This batting order example will be a team with 4 female players and 9 male players.

- Man #1
- Female #1
- Man #2
- Female #2
- Man #3
- Female #3
- Man #4
- Female #4
- Man #5
- Female #1
- Man #6
- Female #2
- Man #7
- Female #3
- Man #8
- Female #4
- Man #9
- Female #1

Female #1 could have come to the plate first and the progressive style would have been reversed. A progressive batting order allows for a coed league to keep a coed feel even when teams are short men or women for games. Teams must still have at least 4 women and 4 men to start and finish a game. Remember, when using a progressive batting order you must submit one lineup card for your men and one for your women to the other team and/or official scorer.