



2018 SLOWPITCH RULES

Official ASA playing rules will be used except where changes are noted in these rules.

I. The Playing Field

1A. Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- a. The softball diamond is a square with equal sides of 60-70 feet (some variation at different fields);
- b. The pitching strip is in the center of the diamond, 46-50 feet (some variation at different fields) or just over 15 paces from home plate, and directly aligned with the first base/third base diagonal.

II. Equipment/Attire

2A. Shoes are required. **Metal cleats are not allowed.**

2B. Players can wear protective equipment providing it does not offer the wearer an unfair performance advantage.

2C. Each team shall furnish all team equipment necessary for each game.

2D. Champions Events will supply game balls. **ONLY** the balls supplied and by Champions Events will be allowed. Teams will be responsible for retrieving home run and foul balls.

2E. Bats must have an ASA stamp.

III. Officials

3A. Games must be officiated by at least one umpire. The Head Umpire governs all game play and issues all final rulings. Other officials may assist when available.

3B. Umpires have jurisdiction over play and may call off a game due to darkness, rain or other cause at the umpire's discretion.

IV. Player Eligibility

4A. All participants must have filled out the waiver/Roster & must be signed, along with Alcohol policy.

4B. All participants must be on the team roster.

V. Team Rosters

5A. Each team roster must consist of a minimum of 12 players.

5B. Each team shall have one Captain, the captain will be responsible for the team.

The Team Captains must ensure that:

- a. All team players must bat in the same order.
- b. Only the Captain may request a conference with the umpire to dispute calls.

5C. Each team captain must submit a completed roster/waiver prior to the start of the season.

VI. LINE-UPS / GAME TIME

6A. The second team named on the schedule designates the home team.

6B. Line-ups: Teams must field at least eight players and no more than ten

6D. All team players must bat in the same order each time through the line-up. If substitutions must be made offensively when batting all present players would violate the batting order rules, players may only re-enter in the same spot in the order.

6F. The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after **55** minutes of playing time. The umpires watch shall be the official time. Teams may ask the umpire the start time.

EXCEPTION: If both captains agree, game may be started before scheduled game time.

6G. Mercy Rule: If five (5) innings have been played and one team is leading by ten (10) runs or more, the game shall be called; also 15 runs after 4 innings, and 20 runs after 3 innings.

6H. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.

6I. All batters shall assume a one-ball, one-strike count when beginning their at-bat.

XII. Defensive Positions

7A. All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

VIII. Substitutions

8A. Teams may substitute freely on defense each inning.

IX. Regulation Games

9A. Regulation games last 7 full innings or 75 minutes (see rule 6F) whichever comes first.

9B. A game that is called off by the umpire for darkness or other safety reason after 4 full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner.

9C. In the event of a tie score at the end of the 7th inning or 60 minutes (whichever comes first), extra full innings shall commence until a winner is determined. In the event a game goes into extra innings, each team will begin their half inning with a runner on second. This runner must be the last person who batted in the prior inning.

9D. A team Captain may raise protest with the umpire for blatant rule infraction but will accept the umpires final ruling.

X. Running

10A. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

10B. Leading off base and stealing are not allowed. A runner off of his/her base when the ball is pitched is out.

10C. After a batted ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base only.

10D. In the case of a batter hitting an over-the-fence home run, all bases do not have to be touched. Player may just go straight back to the dugout. If runners are on base, they may go straight to the dug out as well.

10E. No blocking the plate (runner gets priority) Home Plate Mat is Live.

XI. Fouls

11A. A foul counts as a strike.

11B. A foul on the third strike is an out. No courtesy foul.

XII. Outs

12A. A count of three outs by a team completes the teams half of the inning.

12B. An out is:

1. A runner tagged by the ball in fielders hand or glove at ANY time while not on base;
2. Any batted ball (fair or foul) that is caught;
3. A fielder catching the ball with their foot on the base to which a runner is forced to run.
4. A runner off of his/her base when the ball is pitched.
5. A ball hit when the batter steps out of the batters box.
6. An intentionally bunted ball.

XIII. Ball in Play

13A. Ball is in play until the umpire declares the play is dead and will call time.

XIV. Designated Runner/Player Positions

14A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute.. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.

14B. If a player is ejected, injured, or becomes ill and cannot continue, and a substitute is not available, the lineup will continue in the same formation, less the removed player (see rule 6C for applicable penalties).

14D. One (1) courtesy runner will be given each inning. Pitcher speed up rule is in effect, Pitcher may have courtesy runner with 2 outs.

XV. League Standings

15A. League standings shall be the basis of tournament seeds. Ties in the league standings shall be broken by 1) games won in head to head, 2) runs scored, 3) run allowed

XVI. Forfeits

16A. Forfeits: Using illegal players and or not enough players. Participants are only allowed to play and appear on one team roster per season. (\$50 forfeit fee will occur for every forfeit, and must be paid before next game can be played.)

XVII. Miscellaneous

17A. All park and facility rules must be followed. This includes but not limited to: NO OUTSIDE ALCOHOL.