



DAVENPORT PARKS AND RECREATION 700 W. River Drive, Davenport, Iowa 52802  
Phone: (563) 328-PARK (7275) Fax: (563) 888-2020 [www.cityofdavenportiowa.com/parks](http://www.cityofdavenportiowa.com/parks)



## Women's Softball Rules

1. Teams may play with 8 players.
2. Teams may bat as many batters as they would like. Any late arriving player must be placed at the end of the batting order. Teams must take an out in the batting spot of injured or early-leaving player.
3. No player may re-enter the game once she has been removed from the batting order. Teams must take an out in the batters spot once they have left the line-up before the end of the game.
4. Batters begin with a 1 and 1 count. A foul with 2 strikes is a strikeout.
5. Pitchers may not use any type of fake, jump or intentional hesitation while pitching
- 6a. The arc limits for a pitch is:  
  
6-foot minimum 12 foot maximum
- 6b. Pitches outside these limits will be called Illegal, and will be automatic balls, unless the batter swings at the pitch.
7. Strike Zone/Strike Mat: Pitches that touch the home plate or strike mat that are within the arc limits are a strike.
9. Intentional walks are not allowed. If, in the opinion of the umpire, a pitcher is intentionally missing the strike zone in order to walk a batter, the next batter is automatically awarded 1st base.
10. There are no lead-offs. Runners may only leave the base when the batter has hit the ball and may only advance to the next base if the ball has been hit into fair territory.
11. **Run Rule: 20 after 3 innings, 15 after 4 innings, 10 after 5 innings**
12. **No Metal Spikes** or metal tipped spikes are allowed under any circumstances.
13. **Bat Restrictions - SEE IF YOUR BATS ARE ALLOWED** ([link to the list on the TeamSideline home page](#))





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- **Women's 11"** - DPR adheres to the Amateur Softball Association guidelines for banned bats. Approved bats must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark.

14. This rule shall be upheld in the following manner:

- If, prior to the start of the game a banned bat has been identified, it may not be used in the game.
- If the game has begun and a banned bat has been used, at the time of the identification of the banned bat that bat thrown out of the game.
- If the bat has been discovered after a hit but prior to the first pitch to the next batter, the user of the banned bat will be called out and any base runners will return to their appropriate bases.
- If the banned bat has been identified after the first pitch to the next batter, any runs or runner advancement that occurred as a result of that previous at-bat stands. The banned bat will then be thrown out of the game.

15. The NO CONTACT rule is in effect for base runners. A runner must do everything possible to avoid contact. Runners do not have to slide.... just avoid contact. Fielders are not entitled to block a base without "having a play" on the runner. Runners that initiate contact will be called out, and may be ejected from the game at the umpire's discretion. **In the event of contact, it is an "Umpire's Judgment" call, as to which player caused the contact.**

16. Players must have played during the regular season to be eligible for the playoffs.

**FORFEITS:**

Forfeit time is GAME TIME.

If your team forfeits a match during the season, the following rules apply:

- **First Offense:** game recorded as loss.
- **Second Offense:** game recorded as loss and DP&R staff reserves the right to remove team from league and playoffs with no refund for games not played.
- **Third Offense:** Removal from the league and playoffs with no refund for games not played.

If you know in advance that your team is going to forfeit a game, You must call our office so as to help us schedule your opponent a game however this does not mean that your team will not receive the loss as a forfeit.

Softball Playoff Seeding Rules:





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- 1) Winning percentage is used to determine place in standings and will be used to determine playoff seeding.
- 2) If two teams are tied in winning percentage/game record:
  - a. Head to head result(s)
  - b. Least amount of forfeits
  - c. Overall run differential (10-run max per game)
  - d. Earliest sign up date/time
- 3) If three or more teams are tied in game record:
  - a. Head to head game record versus all tied teams
  - b. Least number of forfeits
  - c. Overall run differential (10-run max per game)
  - d. Earliest sign up date/time

**\*\*All Non-Specified Rules Adhere To ASA Policy\*\***

