

City of Gonzales Adult Co-ed Softball Rules 2025

Revised 4/08/25.

This is a recreation league and is meant for the enjoyment of all who play. This league, although competitive, is not a competition league. Please be mindful that we are out here to play for fun. Should the competitive portion of this recreation league be abused, the league reserves the right to eliminate rankings and cancel all championship games.

All schedules can be found at www.teamsideline.com/gonzales.

- * Games will be held weeknights Mon – Thurs (depending on # of teams registered).
- * **Each team will be responsible for paying an umpire fee of \$15 cash or online before the start of each game. Fees can be paid in advance as well. League games are \$30 per game (\$15 each team).**
- * Payments must be made prior to the start of your game to sports Rep or online at www.teamsideline.com/gonzales. If paying onsite a receipt will be issued and **MUST** be presented to the ump prior to game start time. The game will not start until each team has paid. A forfeit will be declared against the team that has not paid, after the 10 min grace period.
- * The use of tobacco products, marijuana, vape etc. and the consumption of alcohol is strictly prohibited in all City Recreational Areas including parking lots.
- * Denotes a rule that has been added or modified for the 2024 season. Please ensure that your team is aware of all rule additions or modifications.

Purpose

To provide an opportunity for men and women to participate against a team of like competition. Cooperation and competition shall be regulated to provide the best possible relationship while providing a positive experience for each participant.

General Rules

1. The maximum number of players on a team shall be 20. No more than 16 players can play in one game. **No new players can be added to the roster after the player registration deadline.** 14-year-old players that are in high school and have travel ball experience may be allowed to play BUT must be discussed with Sports Coordinator prior to registration for approval. Max of 2 (two) 14-year-old players.

2. **League Format:** Depending on the # of teams, the League will be comprised of a HIGHER and a LOWER division. If 12 or more teams register, 3 divisions may exist. Divisions A, B, and C. (Subject to change. Based on number of registered teams).

3. **Championship Game:** There are no play-offs. First and Second place teams in each division will compete in the championship. The Championship winning team in each division will be moved into a higher division the following season if a higher division exists. All last place teams will be moved down a division if a lower division exists. All ties will be broken using the predetermined tie breaker standards. The Championship game will be played a FULL GAME 7 innings.

If only one division exists, the first and second place team will advance to the championship game.

If time permits, a challenge for 3rd place may also take place. TBD by Sports Coordinator.

- If for any reason one of the two top teams in any division cannot compete in the championship game, that team will forfeit their spot and the other team will automatically be awarded the win and will move up next season if a higher bracket exists or choose to compete against the 3rd place team in their division for Championship.

4. **Tie Breaker procedures:** 1. Winning Percentage 2. Head-to-Head 3. Head-to-Head Differential 4. Total Runs For 5. Total Runs Against 6. Total Runs Differential 7. Lowest Number of Forfeits 8. Coin Toss

5. **# of Players:** A minimum of 8 players, 10 max. (on field), must be present from each team at the start of the game. This must be four males and four females for 8 players and 5 males and 5 females for 10 players. **If you are playing with 8 players, then the 9th spot in the batting lineup will be an automatic out.** There will be no penalty for 9 players. The number of males and females cannot be a ratio of more than one of either gender on the field. If there are nine players, the ninth player may be either male or female.

A. Players ONLY allowed in the dugout. No other adults.

6. Batting

A. You may bat your entire team (more than 10 players, but no more than 16) or substitute players. The method you choose **must** be stated to the umpire before the start of the game and may not be changed after stated.

B. Lineup cards must be given to the umpire and the other team's captain/manager before the start of the game. Line-up cards will be the responsibility of the Manager. Line up Cards will be available for sale onsite with the sports rep for \$.50 each.

C. The team must stay within the stated number of players unless someone gets hurt or must leave the game (See rule #8 shorthanded Info # D)

D. A player entering the game must first play defense before batting unless the team is batting all their players.

E. You must always alternate male and female in the lineup. (Even if you have an odd number of players)

7. Addressing the Ump: The only person allowed to discuss a call with the umpire is the team captain, who is designated before the game. If any other team member takes it upon themselves to speak to or heckle the umpire, one warning will be given. If the player(s) continues, he/she/they will be ejected.

If the team continues to heckle the umpire in an unfriendly manner the umpire will issue one team warning. After the warning, the umpire has the discretion to call the game. If this occurs the win will be awarded to the opposing team regardless of score.

8. Short-Handed Info

A. If a team is batting all their players (more than 10, no more than 16) and a player cannot continue to play due to an injury, ejection, or they must leave the game, an automatic out will take place each time their batting slot comes up.

B. When a team uses a substitute, that substitute will go into the same batting spot of the player of the same gender for whom they are subbing. The position may not be filled if the player was ejected from the game. An out will occur each time the ejected player's batting spot comes up.

1. If using substitute players, once the sub has entered the game, he or she may not reenter the game offensively or defensively if he/she (the sub) gets subbed out. **ONLY EXCEPTION is of an injured player.**
2. Subs must be announced to the ump before entering the game.
3. **All subs MUST first play defense before batting. ONLY EXCEPTION is of an injured player.**

C. If a team starts with 9 players and someone is injured, ejected, or must leave the game (leaving you with 8 players 4 male and 4 females, you must still have equal men to women) there will be an automatic out when that player batting slot comes up.

D. If you start the game with 8 players and a player is ejected, bringing you down to 7 players, the game will end immediately, and the other team will be declared the winner regardless of the score.

E. Under no circumstances will a team be permitted to play with less than 8 players.

F. If the player leaving the game is the batter, an out will be declared regardless of the count.

9. Courtesy Runners

A. During the regular season, due to time restraints and the fact that an official book isn't kept, if you are batting everyone (more than 10 players) and a player, while on offense, needs a runner for the purpose of injuries only, a pinch runner may enter the game. That runner **NOW** can be any runner. **Does NOT** have to be the last out player. But they must be of the same gender.

B. **During the Championship games the Last out runner rule will apply.**

C. One courtesy runner per inning per gender.

10. Late Arrivals

A. If a player arrives after the start of the game, they must inform the umpire and the opposing team. If you are batting all your players, the late arrival goes to the bottom of the batting order. If you are substituting players no declaration needs to be made until the sub gets subbed in.

11. **Forfeits:**

A loss by forfeit will be declared against the team who is not ready, does not have the minimum number of players required to play at the start of game time, or has not paid their team ump fee on time. Teams causing the forfeit will be charged a \$20 forfeit fee and must pay both teams ump fees for that game, totaling \$50. The fees must be paid to the Sports Rep onsite or online before your team's next scheduled game. Your team will not be allowed to play in its next regularly scheduled game if the fee is not paid. Payments not received will result in another forfeit. Three forfeits may be cause for elimination from the league with non-refundable registration fees.

12. **Attire**

A. **No metal cleats allowed.**

B. All players must have a jersey with a number on their back. Names on the back must be family friendly. Although the league is labeled as an "adult" league, we do have underage players and children spectators.

C. No players may have the same number.

D. The only acceptable form of foot attire will be tennis shoes or plastic molded cleats.

E. For your safety, we ask that no jewelry may be worn during the game. The only exception is wedding rings that cannot be removed.

13. **Game Time & Innings:**

A regulation game will be 60 minutes, or seven innings, whichever comes first. No new full inning will start after 55 minutes has expired unless there is a tie. The Official Time will be kept by the scoreboard Keeper and will be visible on the Score Board. To keep it fair this rule will be in effect even if there are NO other games scheduled after yours.

14. **Tie Breaker:**

In the event of a tie at the end of the regulation game time, game play will continue up to 2 full innings. If the tie is not broken after two extra innings, the game will be recorded as a tie.

15. **Line Ups**

A. Line-up cards can be purchased onsite with sports rep. for .50 cents each.

B. Line up cards must be turned into the umpire and opposing teams captain at game time.

C. Last name and jersey/shirt number are required on the lineup card.

D. There will be a grace period of no more than 10 minutes before the game is called a forfeit.

16. **Walks:**

A. The intentional walk of male batters shall result in the male batter taking both first and second base.

B. An unintentional walk will result in ONLY One Base being given.

C. The female batter coming to bat after the male has walked must hit unless there are 2 outs. In the event of two outs after a male has been walked, the female batter may take first base (a walk) without batting. This must be declared before the female batter takes a pitch. Female walks result in only one base.

- D. If a male and female are walked consecutively, and the next male is walked intentionally, then the male on second base is forced home.
- a. If there is no runner behind the first walked male at second and another male walks intentionally, the first walked male may only advance to third.
 - b. If the male batter is walk unintentionally, only one base is given.

17. Line Violations:

- A. There will be a 200 ft line from the back of home plate into the outfield. This is called the **ROVER LINE**. This line designates that the three outfielders must start behind the line until the ball is hit by the batter.
- B. The rover has the opportunity to be anywhere on the grass outfield. The rover may not enter the dirt infield until the ball is hit by the batter.
- C. All infielders must stay on the infield dirt and may not be on the grass until the ball is hit by the batter.
- D. **If it is discovered by the umpire that any player has violated the line, the batter will be given a home run, and all base runners will score.**

18. Base Running:

All runners must maintain contact with the base until the ball has been put into play. **No base stealing allowed.** Any violations will result in an out by the runner.

- A. Once the ball is put into play, the ball will remain "live" unless, it is out of play, the pitcher has the ball and calls timeout, or the ump calls time, or once the play is over and the pitcher is walking back to the mound with the ball.

19. If a team has 8 or 9 players: you may choose to have a rover.

If you have 9, you have the option of having 4 outfielders behind the 200 ft line, making one less infielder.

20. The ball shall be 12" ball .52 core for both male and female batters.

21. No bunting or chop hits allowed. Your swing must be deliberate, or the batter will be declared out.

22. A batter does not get a free base when hit by a pitch.

23. Sliding is legal except at Home and First base. Safety reasons.

24. Runners may not touch home plate.

Runners must cross the designated chalk line that is 5 feet up and 5 feet from home plate. The runner's entire body must cross the chalk line before the catcher/defender catches the ball and steps on home plate which includes the home plate extension. Runners touching the plate or entering the chute to home will be declared out. **This is a safety rule... All runners must stay away from home plate!**

25. Any batter swinging at a dead ball will be charged with a strike.

26. A legal pitch is between 6' and 12'. Any pitch higher or lower will be called "illegal." If the batter chooses to swing at the pitch and misses, it will be called a strike. If the batter chooses to swing and they hit the ball, the ball will automatically be LIVE. The pitcher's mound is set at 50'. The pitcher may stand an additional 5' behind the pitcher's mound (the additional 5' feet will be clearly marked with white chalk).

27. Any legal pitch that touches any part of home plate or the strike zone extended mat will be called a strike.

28. Batting:

A. This season we will continue using the extended plate.

B. A designated batter's box will be made.

C. Any batter that goes outside the batter's box and makes contact with the ball will be called automatic OUT.

D. If the batter steps on any part of the home plate or the extended plate during their swing they will be called out.

29. The home team is the first team listed on the schedule.

30. There will be no protests. All incidents will be decided by the umpire at the time of the incident.

31. Illegal Players:

A. All illegal (non-registered) players must be brought to the umpires' or sports coordinators' attention by the team's captain any time before the third inning.

B. The umpire will stop the clock and require a form of legal identification from the player(s) in question. The I.D. will be compared to the roster kept on file by the league. If the player(s) do not have ID, they will not be allowed to continue to play.

C. No action will be taken if it is not brought to the attention of the umpire before the allowed innings. **ONLY EXCEPTION** is if the unfamiliar player was a sub and entered the game after the 3rd inning.

D. If your team uses or attempts to use an illegal player, your team will be fined \$50 payable before your team may play again. The second offense will result in a \$100 fine and the third will be immediate ejection from the league. All offenses will result in an immediate forfeit by your team.

32. Short Players:

Teams may not use players from another team that are NOT registered on your team to field a complete team. A forfeit will be declared by the umpire at the beginning of the game time and the win will be awarded to the team fielding a complete team. The two teams may play a scrimmage game if agreed upon by both teams, but the outcome will not determine the winner or loser.

a. Players may register to play on multiple teams in the same and or separate divisions. **See item #55-56 for detailed rules.**

33. There is no mandatory slide rule. If you know you are going to be out, please be courteous and bale out to the side.

34. Base runners may not advance on an overthrow to the pitcher.
35. **Commitment Line:** There will be a 30-foot commitment line between third base and home. If a player crosses this line or even touches it with their foot they must commit to home. If the runner crosses the commitment line and attempts to go back to third, they will be called out. There are no tags plays allowed within the 30 ft commitment area. If the runner passes the 30ft commitment line on a pop up they will be immediately called out.
36. If a player is bleeding or has blood on their uniform, they must leave the game immediately and or change. All batting rules apply.
37. We use double safety bases at first base.
- A. All runners must make first contact with the safety base on a single infield base hit. All runners not tagging the safety base first on a single, will automatically be called out regardless if a play was made or player was safe.
 - B. All defensive players must make the play on the white base only. If the defensive player must move their foot to catch the ball and tags the orange base before the runner, the runner will be out. If the defensive player is touching the orange base on a normal play the runner will automatically be safe.
38. Any caught foul tip is an out.
39. Fake tags are not allowed. Penalty: Runner will be awarded an extra base.
40. Any ball that goes out of play will result in the runner taking the next free base. (Not on a Foul Ball)
41. All batters start with a 1-1 count. (One ball and one strike)
42. **FOUL BALLS** after having two strikes, the batter is allowed one foul ball, after that, any future foul ball will be considered an automatic out.
43. The Umpires call(s) on the field are final.
44. **All Bats used MUST be ASA / USA approved.** Ump will be checking bats prior & during the game. **NO USSSA BATS ALLOWED.** If any bats are questioned for any reason, it will be eliminated, and another bat may be presented in its place. The bats may not be changed after the ump has approved them. (AS NOTED, ABOVE)
45. The outfield fence will be placed at 280ft.
46. **The Equalizer Rule will be in effect.**
Your team may hit only one home run more than your opponent's total home runs. Any home run hit after the limit is reached will be recorded as an out and runners will not advance. This rule is in effect throughout the game. It does not matter which team hits the homerun first.

47. The pitching distance is 50ft

48. The Run Rule is in effect. 20 runs after 3 or 15 runs after 5.

49. All "Seeding Games" will be 4 innings or 45 minutes. No new inning will start after 40 minutes.

50. For safety reasons, all players are asked to remain inside the dugout throughout the game, unless you are a base coach.

51. **"Fake Drop"** It will be illegal to "fake drop" a ball to initiate a more favorable play. The infraction will result in all runners being involved in the play to be declared safe at their given base.

52. **Infield Fly Rule will be in effect.** The infield fly rule is when there are runners on first & second or first, second and third base and less than two outs, any infield or behind the base pop-up will be called automatic out. If two outs exist, no infield fly rule will be called.

53. **Players on Multiple Teams:**

Players can play on multiple teams in the same divisions/Bracket. Registration fees still apply.

54. **Playing on multiple Brackets:**

a. Higher and lower bracket players CAN be on both brackets with exceptions.

b. No more than three (3) higher bracket players can occupy one lower bracket team. This rule may not apply to lower bracket players who play up. It will be at the discretion of the sports coordinator and may depend on the lower bracket players' level of play/experience.

55. **New Teams:**

Any new team that consist of more than half of previous higher bracket players will automatically be placed on the higher bracket level.

56. **Dugout Music:**

Please keep in mind that this league is family oriented. All music in the dugout must be clean and appropriate. We do have underage players and kiddos who attend and cheer on their family members.