

ESCALON RECREATION ADULT SPORTS
SOFTBALL RULES

ALL LEAGUES

1. Age limits are 18 years and older for Men's A and B Leagues; 16 years and older for Men's C, Women's and Coed Leagues.
2. Managers are responsible for the conduct of their players.
3. Managers are responsible for turning in their line-up ten minutes prior to the game. Changes after that time shall be dealt with as substitutes.
4. NSA rules will be used with the following exceptions:
 - a. A batter will start with a one-and-one count and will be allowed one foul ball after two strikes and will be out on next foul ball. If the fly ball is caught, the ball is dead.
 - b. A pitching mat shall be used to determine balls and strikes. A pitch that hits the mat will be a strike. Pitch must be between 6 and 12 feet.
 - c. Regulation games will be seven innings or 60 minutes.
 - d. If game is tied at end of seven innings, international tie breaker will be in effect for extra innings if time remains. After time limit, one inning will be played; if still tied, game will go in records as tie.
 - e. One courtesy runner will be allowed per inning. The runner may be any player on the team roster whether playing or not. In the event a courtesy runner is on base when it is his time to bat, an out will be declared.
 - f. Protest on umpire judgment calls is not allowed. Non-judgment concerns must be filed in writing with 24 hours to the Recreation Director at City Hall. A \$25 Protest Fee must be paid at that time and will be refunded only if the protest is upheld.
 - g. A minimum of seven players must be present to start and finish a game. Late arriving players may be added up to ten.
5. No alcohol is permitted at any Escalon Recreation sponsored activity. This restriction includes all events held within the fenced area (all areas west of the fence that separates the park and playground) of Hogan Park (specifically the ballfields, dugouts, bleachers and surrounding areas).

PLAYOFFS

1. In order to play in the playoffs, each player must have played in at least four league games.
2. First, second and third place finishers will qualify for a playoff berth.
3. Overall team records will be used to define qualifiers. In the event of a tie, the following tie breaker methods will be used:
 - a. Head-to-head competition.
 - b. Total runs scored head-to-head.
 - c. Total runs scored less total runs allowed during head-to-head.
 - d. Total runs scored less total runs allowed during league play to include forfeits.
 - e. Coin toss.
4. There will be a maximum of three games in the league playoffs.
 - a. Game One: Third place plays second place. The loser of this game will finish in third place.
 - b. Game Two: The winner of Game One will play the first place regular season finisher for the Championship of the league. NOTE: the first place winner must be defeated in Game Two in order to force an additional and final game.
 - c. Playoff game times will be as follows:
 - (1) Game One - 6:00 p.m. (seven innings or 65 minutes)
 - (2) Game Two - 7:15 p.m. (seven innings, no time limit)
 - (3) Game Three - If necessary, immediately following Game Two

WOMEN'S LEAGUE

1. Upon agreement with both managers, teams may bat entire teams in their lineup (up to a reasonable number).

COEDLEAGUE

1. A commit line is drawn in foul territory 20 feet from home plate. If you cross the line, you cannot return to third. Note: *If a runner retreats across the commitment line, he will be declared out and the ball will remain alive. Exception: A runner may retreat across the commitment line to retag third base on a caught fly ball.* To score, you must cross the line drawn in foul territory from the front corner of home plate. Runners attempting to score cannot touch home plate or run through the batter's box. If the runner touches home plate that runner is automatically out. The defensive team must have possession of the ball and must touch home plate to record an out. If the defensive team attempts to tag the runner, after the commit line, the runner is automatically safe.
2. Outfielders are to remain behind an estimated 30' restraining line beyond the infield dirt until the ball is hit. The umpire has final say as to what is an acceptable distance.
3. Teams may bat 10 or 12 but must alternate male/female. In the event five men are not available, a team may play with a male to female combination in favor of the female gender (four men and six women). The batting order must be composed of alternating sexes unless there are more women than men. Men may not bat consecutively.
4. Runners must tag the plate in order to score. The mat is no longer considered part of the plate. Sliding is permitted. Any runner guilty of sliding flagrantly will be declared out, and all runners will return to the last base occupied at the time the violation occurred.
5. If a runner rounds a base as if to advance to the next base, he/she is considered "in jeopardy" of being tagged out.
6. If a man is intentionally or unintentionally walked, the woman is not automatically issued a walk as well.
7. A fake tag will warrant a warning to both benches. Any subsequent fake tag will be cause for ejection. Any flagrant fake tag which causes a runner to slide and be placed in danger may warrant an immediate ejection.

PLAYER EJECTION

1. Players are subject to ejection by an umpire according to NSA rules of play. Not all ejections result in further suspension.
2. The following infractions will usually carry an additional one game suspension:
 - a. Fighting
 - b. Excessive foul language (even if not directed at someone).
 - c. Excessive verbal abuse of an umpire, player or spectator.
 - d. Use of unnecessary rough tactics in play.
 - e. Exhibition of unsportsmanlike conduct.
 - f. Violent act against another player, umpire, manager or spectator.
3. The one game suspension is understood to be one game within the same league.
4. Additional suspensions will be imposed according to the severity of the infraction. For a very serious incident, a player could be suspended from all play at Escalon Recreation Leagues.
5. In the event a player is ejected from the game, he must leave the playing area and remain out of sight and sound. The ejected player may, at the discretion of the umpire, remain in the spectator area. However, if the player continues to exhibit unsportsmanlike conduct from the spectator area, the umpire can direct the player to further remove him or herself.
6. In any event, the player will be given one minute (60 seconds) to comply with either the field expulsion and/or the spectator area expulsion.
7. In the event the player does not comply with the umpire's direction to leave the field area, the game will be immediately forfeited by the violating player's team and further suspension of the player will result.
8. If a player is ejected from a game or has to leave for any reason (including injury) each time the player's normal "at bat" evolves, an out will be declared unless the team has a legal and eligible substitute that can take the player's spot in the batting order.