

COED MASTERS FRIENDLY LEAGUE RULES 2016

FIRST BASE: First base will have a permanent base for the fielder and another base in foul territory for the runner. The runner must run to the runner's base or he/she will be called **OUT**. After reaching the runner's base safely the runner shall thereafter use the fielder's base.

HOME PLATE: There will be a permanent base for the fielder and a second base for the runner, located 8 feet from the right-handed batter's box. The runner must touch the second home plate in order to be safe at home. A player just has to hold the ball while touching the original home plate to get a runner out. If the runner touches the original home plate he/she will be **OUT**. The defensive player can tag the runner if drawn off the plate because of a throw.

BALL: The 12" Safety ball will be used. If the ball hits anywhere on the mat or home plate it's considered a strike.

NO SLIDING: Players can run through bases. However, if the runner does not turn right after running past the base, he/she will be considered as trying to advance and is taking the risk of being tagged out. In order to prevent collisions at 2nd and 3rd bases the player does not have to touch the base but must run within an arms length of the base. The umpire judges if the runner is safe or out.

HOME RUN RULE: A batter will be limited to 1 home run per game, when the ball is hit over the creep line and he/she runs the bases. That batter will not be allowed to advance past the second base on any subsequent hits. On a second home run hit all players will advance 2 bases, the same as the batter.

OVERPLAY RULE: A man must not take an obvious play away from a woman and a woman must not take an obvious play away from a man. When two players have the same chance to make a play the overrule should not be called, but it is up to the judgment of the umpire.

CREEP LINE: The creep line will be in effect whether a woman or a man is batting. The outfielders must remain behind the line until the ball has been hit.

POINT OF NO RETURN LINE: Once a runner crosses a line 20 feet from home plate he/she cannot return to third base. The runner will be called out if he/she returns and the ball remains live except on a caught fly ball. This also applies to a runner who has advanced more than halfway to second or third base in the judgement of the umpire.

OUTS: Defensive players may put runners out either by tagging the runner or stepping on the base to be gained while in control of the ball. A runner legally attempting to return to the previous base must be tagged unless forced by a caught fly ball.

BALLS and STRIKES: There are no walks except for the exception below.

The pitcher must attempt to throw strikes.

To encourage batters to swing at hittable pitches that are not strikes the batter shall be allowed to step out of the front or sides of the batter's box in order to swing at a pitch. The batter must NOT step out of the back of the box toward the catcher.

A batter who fails to swing at more than 10 pitches in an at bat will be called out if in the judgement of the umpire at least 5 of those pitches were close enough to hit.

Exception: If in the judgement of the umpire the pitcher is attempting to game the system by throwing bad pitches he shall warn the pitcher and the batter shall be awarded a walk.

Team managers shall select a pitcher that can throw good pitches.

POSITIONS: Infield players must remain on the dirt until the ball is hit. Short and 3rd Basemen must be a man/woman combo and positions must switch each inning. A man or woman can only play the Short/3rd base combo for 2 innings each game.

STARTING COUNT: When at bat each player will begin with 1 strike and 1 ball count against him or her. This is a City Rule.

NO NUMBERS ARE REQUIRED ON SOFTBALL SHIRTS

PLAYERS LAST NAMES ARE NOT REQUIRED ON LINE-UP CARDS

COURTESY RUNNERS:

A. *Courtesy runners for injured players:* Courtesy runners may be used as necessary for players who are injured on the playing field the day of the game.

B. *Courtesy runners for slow players:* Before the game each team may designate one player who is very slow for whom a courtesy runner will be allowed.

C. *Courtesy runners for players with existing injuries:* Before the game each team may designate one player with an existing injury for whom a courtesy runner will be allowed.

Limitation of courtesy runners. Teams are allowed a total of two courtesy runners for B and C above. There is no limit for players injured during the game. Coaches are advised not to apply this rule unnecessarily for competitive advantage.

Selection of courtesy runners. The last previous player in the batting order of the same gender who is not on base will be the courtesy runner. Before the game each team may designate one player who is very slow for whom a courtesy runner will be allowed. A designated slow player shall not serve as a courtesy runner.

Starting Position: Courtesy runners will start from a position within two feet of the corner of the backstop on the foul side of the first base line until the ball is struck.

TEAMS: In an effort to never forfeit a game, the players on a team can be made up of the following combinations:

- A. Five men and five women
- B. Four men and six women
- C. Three men and six women
- D. Four men and five women (only if another player is not available)

All effort must be made to find substitutes from other non-playing teams.

THERE WILL BE NO OUTS CALLED FOR MISSING PLAYERS: All players who are signed up and have paid the fee to play the season are eligible to play as a substitute for another players on any team in the league. The team captains will recruit all replacement players. The captain will replace team members with league members of the same skills and abilities, to the best of their ability. All members will play at least three innings. Any person who is not registered will be suspended.

EXTRA PLAYERS: If there are six women and six men on a team, the extra man/woman (E.P.) will sit out no more than one inning when at all possible. The E.P. will replace a teammate in each inning resulting in only one inning per player to sit on the bench.

Men and women will alternate batting each inning.

TIED GAMES: At the end of the game time or 7 innings if the score is tied, the following tiebreaker will be played to determine the winner. Starting at the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat the last in the respective half inning being placed on second base (e.g. if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. An eligible substitute may be inserted for the runner). This is a City Rule.

If for some reason a game ends in a tie and cannot be continued such as darkness on an unlighted field or other extraordinary circumstances, the tie will not be broken later. A point system will decide final league standings (2pts. for a win, 1 pt for a tie, 0 pts. for a loss)

RULE OF CONDUCT

It is each player's responsibility to promote fellowship, safety, fun, and league unity. If players are breaking the rules or bylaws are acting in an un-sportsmanlike manner, which includes the following:

Heckling, abusive or vulgar language, verbal attacks or excessive drinking,

The committee will enforce the following procedures:

First Time offence:	Verbal Warning
Second offence:	Written warning
Third offence:	Removal from that game if a substitute is available or not allowed to play the following games
Fourth offence:	Expulsion from the league

All league members can be return players in following years **only** by invitation of the committee. For the first year new players are on probations.

MISSING A GAME: If you cannot make a game, it is the player's responsibility to notify your manager as soon as you know you won't be there. This should be done at least 48 hours ahead of time. Your attendance is needed to keep the teams balanced. If you do not intend to play at least half of the games check with the committee before signing up for the league.

BYLAWS

All players are to be assigned to a team through the membership committee. We try to accommodate player's wishes unless teams would become unbalanced according to age, skill and physical abilities. The committee will try to keep couples on the same team. Everyone wants a fair chance at winning with an even level of competition.