

ALPINE ADULT SOFTBALL

Co-ed

LEAGUE RULES

Co-ed League

1. **INNINGS:** Seven innings or 1 hour Should an inning start prior to 1 hr. time limit, the last inning will be completed. If there is a tie and time has run out each team will have ½ win. There will be no new inning after time runs out.

2. **3 Pitch:** Each team pitches 3 balls to their own team.
 - A. Pitchers are required to wear a glove. Pitching distance is 20 feet from home plate.
 - B. No hi or lo limits are required. It will be an illegal pitch and a dead ball if the ball hits the ground before crossing the plate.
 - C. The batter gets three (3) pitches only, including fouls, strikes and balls thrown out of the reach of the batter. Last pitch must be a fair hit ball.
 - D. A batted ball that hits the pitcher shall be a dead ball. The pitch does not count and the batter takes the pitch over.
 - E. If a team has nine (9) players: The team can play 4 men and 5 women. A team cannot play more men than women on the field at any time. A full team on the field is 5 men and 5 women. If more than 10 players playing on a team they can all bat in batting order: male, female, male, female.
 - F. No base stealing. A runner may advance only on a hit ball. No leading off, any pickoff plays by the catcher.
 - G. No Bunting or chop hits. Penalty: Batter is out.
 - H. Three (3) fielders must remain behind the outfield restriction (175 foot) line from home plate until the batter hits the pitch. Penalty: Batter will be awarded 1st base unless he/she reaches the base safely.
 - I. The offensive pitcher is not required to catch the ball thrown from an outfielder, unless the outfielder has walked the ball into the infield before throwing it to the offensive pitcher or unless “time” has been called by the umpire.

J. Sliding is allowed at first, second or third base only. No sliding at home plate. All outs at home plate are force outs. If a runner pasts the half way mark from 3rd to home they are commit to advance home safety scoring prior to the catcher fielder touching home plate. Runner must touch the safety scoring mat or they are out. Runner may not yell, wave their arms, interfere or have a forceful collision with the defensive player. Umpire shall call out the runner advancing to second base and the succeeding runner. A vigorous contact could result in and ejection of the base runner, umpire's decision.

3. **ILLEGAL HIT BALLS:** There shall be no intentional bunting or chop hits. Results: Automatic out.

4. **BASE RUNNERS:** Runners may lead off after the ball is released from the pitcher's hand. Force out when returning. A ball overthrown or dropped by the defensive player, allows the runner(s) to advance without retagging. Any runner touching or sliding at home plate or the extended mat while scoring shall automatically be declared out by the umpire.

5. **FORFEITS:** Forfeit time is ten minutes after game scheduled time. Teams must have at least 8 players or pick up players on the field at forfeit time. Opposing manager may approve or disapprove of adding additional players. Player must already be in the league. Non league players cannot play without signing a waiver.

6. **ELIGIBLE PLAYERS:** Must be 18 years old or older. **No exceptions.**

7. **LATE ARRIVALS:** Players arriving after the first pitch of the game may be added to the bottom of the batting line up or used as a regular substitute.

8. **LINEUPS:** Batting lineups are the responsibility of the opposing team managers, not the umpire.

9. **RUNS SCORED, HOME RUN UP & HOME RUN RULE:** Each umpire will be responsible for keeping score and verifying at each half inning with both managers. If a team does not keep a book, then the umpire's tally will be final and there is no discussion. Umpire will notify each manager of the current status of the HR rule, that is, whether his team is "Up 1", "Even", or "Down 1" at the beginning of each inning and as home runs occur. Any discrepancies must be resolved before the game is allowed to continue – if again a team does not keep a scorebook the umpire's HR status will be final, with no discussion. Any ball hit over the fence on the fly is a home run. Any ball hit off the fielder's glove on the playing field and drops over the fence, are a four base error and not as a charged home run.

- 10. COURTESY RUNNERS:** With both managers approval, courtesy runners shall be the last out or the out prior to the last out if unable to run. If no outs, the courtesy runner will be the last batter in the lineup or the batter prior to the last batter if unable to run. If a women courtesy runner is needed they have women to replace them.
- 11. EJECTIONS:** Any player ejected, is injured and/or unable to continue or leaves for any other reason, shall be an automatic out the next time he is scheduled to bat and thereafter, shall skip his spot in the lineup. If a substitute is available and has not played yet this rule does not apply.
- 12. ALCOHOL:** No alcohol beverages will be permitted on the field or in the dugouts during the game. Violation of the no alcohol rule, before or during a game, will result in a forfeit or player ejection from the game.
- 13. DOUBLE FENCE OUTS:** Any ball hit over the 2nd double outside fence down the right field line, the backstop and the left field line shall be an automatic out. A ball that hits a light pole, any part of the dugouts or the backstop, the inside/outside fence and bounces or lands over the 2nd fence shall be a strike on the batter.
- 14. BATS:** All bats are legal except titanium and bats exceeding 1.20 BPF. Softball will be provide by the league.
- 15. POINTS OF CONTACT:** Concerning the ball games or field conditions:

BROOKE (League Director) = 890-8555

SUE ROFF (ACC & Sports Director) = 445-7330 ex. 16 / 823-2152