

## 2025 E-town Men's Slow Pitch Softball League Rules

- I. Each team will play a 15 game league schedule.
- II. The league has an open roster policy with the only restriction being that a player may only be on the active roster of one team at a time.
- III. All current USA softball rules will apply except the following league rules:
  - a. Uniforms – all teams must have similar color shirts to participate. Hats are optional and may be worn by some or all players. If a player chooses to wear a hat, it must be a baseball style or a visor and must be worn with the brim facing front.
  - b. Home Run Rule – A team may hit one home run over the fence per half inning. Any subsequent balls hit over the fence are an out. A batted ball that is touched or assisted over the fence will not count against the home run total and is considered a 4 base award.
  - c. Courtesy Foul – One courtesy foul will be given to batters. Once a batter reaches 2 strikes they will be allowed to hit 1 foul ball. If another foul ball occurs the batter is out.
  - d. Stealing – Not allowed.
  - e. Courtesy Runner – Teams will be allowed to use one courtesy runner per half inning. The courtesy runner can be any player on the roster, they do not need to be in the lineup. If the courtesy runner is still on base when it is their turn in the lineup, then the batter is out.
  - f. Balls – The league will use the Wilson/Demarini Optic Yellow Stone Softball 52/300. A Team that hits a ball out of play is responsible to return it to the umpire or supply another ball.
  - g. Cleats – Metal cleats of any kind are illegal. Penalty is ejection.
  - h. Infield Practice – No infield practice after first inning.
  - i. Warm Up Pitches – Maximum of 3 warm up pitches between innings. Umpire may designate less if time or weather is a factor. Additional pitches may be called a ball.
  - j. Communication with Umpires – Only managers or designated team captains may speak to umpires concerning rules interpretations. Any other player that engages in arguing with an umpire may be ejected.
  - k. Protests – Protests must be noted in the official scorebook at the time of the protest. Home team book is considered official unless they are not keeping a book, then the visitors book is official. A written copy of the protest must be submitted to the league coordinator with 48 hours of the game completion. Protests must be accompanied by a check for \$25. If a team wins the protest, their money will be refunded. The league coordinator and head umpire will review the protest and will determine the outcome per USA softball and league rules.
  - l. Foul Ball Rule – A batter enters the batter's box with a count of 1 ball and 1 strike. After getting the second strike in any manner, the batter may have 1 courtesy foul ball before he is considered out on the next strike whether it is called, swinging or a foul ball.
  - m. Balls and Strikes – A mat will be used behind home plate to call balls and strikes. The mat will be placed behind home plate and extend 15.5 inches and conform to the shape of the plate. Any pitched ball that does not exceed 10' high or lower than 6' high and hits the mat or home plate is called a strike. The ball does not need to cross the plane of home plate. It only needs to touch the mat or plate to be called a strike.
  - n. Game Times – League games are listed on the league schedule. Teams must be ready to play on time. There is a 5 minute grace period for the first game only. If 9 players are present at game time, the game must start. Subsequent games will start on time or immediately upon completion of the prior game. No extra warm up time if games are behind. A warm up area is available behind the right field fence. Use this area to warm up. Do not throw balls in the out of play area by 3<sup>rd</sup> base or across the street by the gazebo and bathrooms. Players are solely responsible for any damage to parked vehicles, moving vehicles or property. Managers are responsible for exchanging line ups prior to game time and having their teams ready to play at game time. If the prior game ends early, you are not required to start until game time. But starting the game on time means throwing the first pitch at game time. Do not request umpires to wait until a late arriving player gets dressed or makes his way to the field. If the player is not available at game time and you have 9 players to start, you either put him in the lineup and suffer the consequences or he is a substitute.
  - o. Teams may play with one extra player per game.
  - p. Teams may use unlimited DH's during game. Each DH must be attached to a fielder (DH1, DH2, DH3, etc).

ASA re-entry rules apply.

- q. Substitution – Managers may play with a 9, 10 or 11 player line up. If you start the game with 9, you may add the 10<sup>th</sup> player anytime. If you start with 10, you may NOT add the 11<sup>th</sup> player. If you start with 11 you must finish with 11 or take an out in the missing players batting position. If playing with 11 players any 10 may be on defense at any given time. Substitutes enter the game at a certain spot in the batting order. They must remain in this spot. Starters and substitutes may re-enter the game 1 time each but only in their same spot in the batting order.
- r. Bats – ASA/USA softball bats that conform to current policy and have an ASA/USA 2004 or newer stamp and are classified as non-composite barrels are legal. The umpire or league may remove any bat that is not in compliance until it can be proven that it does comply. The use of an illegal or altered bat may result in suspension or removal from the league for at least 1 year from the date of the infraction.
- s. Ejections – Players that are ejected from a league contest are automatically suspended from the next league game and may be subject to further disciplinary action dependent on the nature of the action that caused their ejection. Umpires may recommend further discipline and suggest their opinion of appropriate action. The league coordinator will enforce and decide all discipline and determine the length of suspension. Loud and abusive or foul language will not be tolerated. Physical contact with an umpire will result in immediate suspension. No refunds will be given to players or teams if they are removed from the league.
- t. Forfeits – If a team does not have the required 9 players to proceed with a game at game time they will forfeit the contest. A team that forfeits is required to pay a penalty fee of \$50 that will be paid to the league and reimburse the team that game was forfeited to. This payment must be made before the teams next scheduled game.
- u. **Scheduling – Games will not be rescheduled without prior notice and approval of the league coordinator. Since preferences for game days and times were given prior to the schedule being made, reschedules will need an extremely extenuating circumstance.**
- v. Rainouts – The league coordinator will decide if the field is unfit for play and notify managers as soon as possible. Rainouts will be rescheduled as soon as possible according to field availability.
- w. **Pitching – The pitcher may pitch from up to 5 feet behind the rubber as long as at least one foot is on or directly behind the chalk line.**
- x. Baserunning – On an infield ground ball where a play at first base could happen the batter/runner must use the outside/orange base to avoid contact with the first baseman. Using the inside/white base in this instance will result in the batter/runner being called out by the umpire. If the first baseman is pulled to the outside by a throw, he may use the outside/orange base and the runner must adjust and use the inside/white base to avoid the collision.
- y. Ties in League Standings – Higher seeding (home or away) will be determined by head-to-head competition, head-to-head run differential, overall season run differential. If the teams are tied in each of those 3 areas, a coin flip will determine which team has the better seeding (home or away). If there are 3 teams tied for the league standings, the same criteria will be used to first determine the team seeding for playoffs.
- z. Mercy Rule- Team up 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings.

IV. **Any situations not covered by these rules will be governed by ASA/USA rules or the discretion of the league coordinator.**