

GEARS Coed Softball League

Fall 2020

The Greater Elizabethtown Area Recreation & Community Services Coed Softball League season consists of a 10-game schedule beginning in September. All games will be played at the Elizabethtown Area Community Park Softball Field. Games will be played on Monday through Thursday evenings between 6:30 and 9:30 p.m. All rainout games will be rescheduled by the GEARS office. Teams should be warmed up and ready to play at their scheduled game time.

I. Games

- A. 7 Innings
- B. Coed - 10 players, 5 male and 5 female (2 males & 2 females in both the infield and outfield and 1 male and 1 female as pitcher or catcher).
 - 1. A 10-minute grace period from the scheduled game time will be granted before a forfeit.
 - 2. A team must have at least 9 players to start or continue a game (5 male and 4 female or 4 male and 5 female). The # 10 spot in the order will result in an out in the case of only 9 players.
- C. Coed with extra players - 12 players, same as coed plus 2 EP's (extra players) who bat in the line-up. (NOTE: If the EP is used, 12 players must be used (6 male & 6 female). 11 players is not permissible).
 - 1. All 12 must bat and any 10 may play defense.
 - 2. Defensive positions may be changed as long as the coed positioning is followed.
 - 3. The batting order must remain the same throughout the game.
- D. The batting order for coed must alternate the sexes.
- E. **Any walk to a male batter will result in a two base award. The next batter (a female) will bat. Exception: With two outs a female batter has the option to walk or bat.**
- F. 15-Run Rule
 - 1. In effect after the losing team has batted in the third inning.10-Run Rule
 - 1. In effect after the losing team has batted in the fifth inning.
- G. **Time Limit:** The time limit for each game is 1 hr. and 10 minutes. The game shall be regulation if five or more complete innings have been played OR if the home team is winning after 4 and ½ innings of play. A new inning may not start after 1hr. and 10 minutes of play. Time limit applies to all games, including the last and to any which are tied.
- G. Re-entry
 - 1. Any player may be substituted for or replaced and re-entered once, provided the players occupy their same batting position in the batting order. The starting player and substitute may not be in the line-up at the same time.
- H. **Each team must pay one umpire \$20 before the start of the game. In the event that only one umpire is at the game, each team will pay that umpire \$15 for that game.**
- I. Team Forfeit
 - 1. 10 minutes after scheduled game time
 - 2. \$20 team forfeit fee applied (payable before next game)

II. Ejection/Removal

- A. Inappropriate Actions
 - 1. Ejection from game and/or removal from league
 - a. Harassing umpires
 - b. Swearing
 - c. Intentional injury to any player
- B. Protests
 - 1. Must be filed with GEARS immediately for consideration
 - 2. Must protest at game (officials sign score books)

III. Team Roster

Maximum 20 player/Minimum 10 player league roster

1. **To be officially added to the roster, a player's name (with address & phone number) must be called in to GEARS before he/she plays his/her first game. Call 717-367-0355. First violation will result in a warning; second violation will result in forfeiting the game.**
2. **A player may only play for one team during a given season. Once the person has played for one team that is the team he/she must complete their season with.**
3. **A player will only be eligible to play in the playoffs if he/she is on the roster before the 4th game and must have played in at minimum half the games prior to the playoffs.**

IV. Equipment

A. Uniforms

1. Teams at a minimum must wear shirts of matching colors and numbers on back of shirt. Hats are optional.

B. Shoes

1. Rubber molded/cleated shoes and/or sneakers only
2. **No steel or fiberglass cleats permitted.**

C. Bats

1. **Single-walled bats ONLY. If a player is caught after having used a double-walled or composite bat, the result of the at bat will be an out and runners will return to the base where they began.**

V. Accident Insurance

A. GEARS does not provide accident insurance.

1. Teams and/or individuals must provide their own accident insurance coverage.

VI. Registration Fee

A. \$350 per team (Make checks payable to GEARS)

VII. Miscellaneous

A. Inclement weather cancellations

1. Team captain/manager will be contacted if scheduled game is cancelled.

B. Problems/Questions

1. Contact the Recreation Office at 717-367-0355 or NateDiegel@GetintoGEARS.org

GEARS LEAGUE RULES

1. Base Distance - 70 feet / Pitching distance - 50 feet
2. **Strike Zone – if the pitch hits home plate or the mat, it is a strike given that it is a legal pitch. The umpire is responsible for calling illegal high/low pitches.**
3. A game stopped due to rain is considered complete if the losing team has batted in the fifth inning. If not, the game is replayed in its entirety. (Umpires decision to stop the game)
4. Contact Rule - Any offensive/defensive player that makes intentional, flagrant bodily contact with a player will be removed from the game and possibly the league. All coaches should pre-warn their team members. The umpire's judgment is final!
5. Defensive players and the lead-off batter should be ready to play after the pitcher completes 5 warm-up pitches in the first inning and 3 warm-up pitches thereafter.

6. One courtesy runner may be used per inning per team. The courtesy runner must report and enter immediately after the batter-runner reaches base and before the next pitch, legal or illegal. The player of the same gender closest in the lineup, working backward from the batter, for whom an out is recorded becomes the courtesy runner (if that player is already on base, then the selection continues moving backward to the previous out). The team using the courtesy runner must be keeping a record book of all at-bats to verify the correct courtesy runner; otherwise, none may be used. If a courtesy runner is on base at the time of his/her at-bat or is injured while on base, a replacement courtesy runner of the same gender will be selected using the same procedure.
7. Home run rule: One up ruling. Example: Team A hits a home run in the top of the first. Team B does not hit a home run in the bottom of the first. If Team A hits a home run again before Team B hits one of their own that batter is automatically out. Neither team is permitted to be more than one home run ahead of the other team at any time.
8. **It is the responsibility of the team hitting a home run to retrieve the ball immediately returning it to the plate umpire.**
9. 12" - .44 core ball (.375 compression) will be used for all batters during games. Teams are responsible for softballs. The home team will supply new ball and one good used ball at each game.
10. **Each at bat will begin with a 1-1 count. With a 1-2 count, one foul ball is allowed. A second foul ball with a 1-2 count is an out.**