

SOFTBALL:

I. Governing Rules

- a) The governing body of the league is the Cherokee Recreation & Parks Agency and its appointed representatives.
- b) The current edition of the Amateur Softball Association (ASA) rule book will govern play except where modified by local rules.
- c) The Cherokee Recreation & Parks Agency will rule upon any item(s) not covered.

II. Time Factors

- a) Games shall consist of 7 innings. No new inning shall begin after 60 minutes. Game clock will start after the coin toss.
- b) There will be a 10 minute grace period only for the first game scheduled. All other game times are forfeit times. The game will begin when each team has at least 8 eligible players present.
- c) **If a game is tied at the end of 7 innings or 60 minutes the game will be played out using the One Pitch format. Batters will get One Pitch to hit. If the pitcher throws a ball the batter will walk, if it's a strike the batter is out, if it's foul the batter is out. All other softball rules apply.**
- d) **Run Rule is as follows: 20 after 3, 15 after 4, and 12 after 5.**
- e) In the case of weather cancellations while a game is being played. A game will be considered complete after 3 ½ innings or if 35 minutes has passed and the home team is ahead.

III. League Rules

Participation:

- a) In all men's and women's leagues a team may start a game with 8 players and not be penalized with an out. When a player or player's shows up they may be placed in the vacant spot of the batting order and enter the game no matter what inning of the game.
 - In Co-ed the team must have an equal number of females and males or may have more females than males. The 9th and 10th spot will be left blank and an out will **NOT** be recorded. If a team starts with 9 players in Co-ed and you have 1 more male in the lineup than females. In this case the 10th spot in the order (which would be a female) will now be an automatic out. If you are short a male the 10th spot this will **NOT** be an out. If you start with 8 or 9 players in Co-ed you can only add players to your line up to comply with Co-ed rules. Coed teams may use more females than males to avoid taking an automatic out (ex. 9th and 10th batter are both females).
- b) If a player is ejected during the game his/her spot in the order is now an automatic out. If a player is ejected and the team has only 7 players remaining in the game, the game will be forfeited. If a major injury occurs (broken bone, major blood, or emergency vehicle is called) the player may be removed from the lineup without a penalty. The Captain must announce the player leaving immediately to the umpire.
- c) An inning may end on an automatic out when a player is ejected.
 - In Coed leagues the inning may not end on an automatic out when team is playing shorthanded.

- d) In all men's and women's leagues players on the original roster maybe placed in the batting order. (Ex. If you have 13 players present you may bat all 13 players.) If a player leaves the batting order at anytime it is an automatic out except when a major injury has occurred. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order if the Captain wants.
- In Coed league lineup may not exceed 12 players, but there must be 6 males and 6 females or you may have more females than males in the lineup. **You may NOT bat 11 players and take the out.**
- e) One courtesy runner is allowed per inning and it has to be the player who was the last recorded out. In Co-ed leagues courtesies runners must be the same gender.
- f) Stealing is allowed in all leagues except Coed.
- g) All Men's and Co-ed leagues will use the Equalizer Rule in Homeruns (1up). Teams may only hit one more homerun than the other team during the game. Every homerun hit exceeding the limit will only constitute an out. In the women's league all homeruns will count.
- h) In Co-ed leagues all outfielders must start behind the Co-ed line (200ft.) when a female is at bat. Once the ball is pitched players may move past the line. Outfielders NOT behind the Co-ed line will be treated as an illegal pitch.
- i) In Co-ed league all infielders must start play with both feet on the dirt when a female is at bat. Once the pitch has been delivered infielders may move anywhere on the field.
- j) In Co-ed leagues the following will be the rules if a player is walked:
- If a male batter is walked before a female with less than 2 outs, she must hit. With two outs, she has the option to hit or to walk. In all cases the male will advance to second forcing any runners in front of him.
 - If a male batter is awarded 2nd base on a walk he must touch first base before proceeding to second.
- k) The field line-up includes: 2 women in the outfield; 2 women in the infield and 1 woman either pitching or catching.
- l) Players may stand outside the dugout while on offense at their own teams' risk. Any players intentionally interfering with play outside the dugout will result in a dead ball OUT. Players unintentionally interfering with a thrown ball will result in a dead ball and runners return to last base occupied. Teams determined by league supervisors or umpires to be unruly may be told to stay in the dugout.

Pitching:

- a) The pitching arc is 4-10' from the ground in all leagues.
- b) The pitcher will have a second line behind the pitching plate in which the pitcher can deliver the pitch from. As long as the pitcher comes to a pause after receiving the ball and has one foot between the line and the pitching plate you may deliver the ball.
- c) **The pitcher cannot fake a pitch, but may deliver the ball behind the back or between the legs.**
- d) Each batter will come to the plate with 1 ball and 1 strike already. Each batter will receive one extra foul and then will be out. The umpires will use a 3 balls and 2 strike count method.

Equipment:

- a) NO metal spikes are allowed or any cleat with metal exposed.
- b) ASA approved bats are the only bats allowed for league play. All bats must have the ASA approved stamp. If it does not have an ASA stamp it is not a legal bat. If it has an ASA stamp and is on the Non-Approved Bat List you may not use that bat. If a player is caught using an illegal bat he/she will be "OUT" and all runners will return to the base last occupied. The next time an illegal bat is being used the player caught using the illegal bat will be "OUT" and ejected from the game, all runners will return to the last base occupied.
- c) Umpires may check bats before the game. Just because the umpire checks your teams bats does not mean all of your bats are legal. They should tell you if they are illegal, but they might not catch all of them. It is your responsibility to use a legal bat and to know which bats are illegal. If you have questions, Non-Approved bat list will be posted throughout the park.
- d) ASA approved balls will be provided for each game. If a team provides a ball for play it must be a .44 core .375 compressions ASA approved ball and both teams will be allowed to hit that ball that is in play.
- e) A fielder's glove may be any positional glove, but not be longer than 16 inches.
- f) **Teams highly encouraged to wear matching Jerseys with numbers, but are not required to play. Any headgear worn may be worn in any style as long as it's appropriate in taste.**