



## Draper Days 2-Pitch Classic Coed Softball Tournament Rules

Team managers are responsible for possessing a thorough understanding of these regulations and their implications. The American Softball Association Rules will be in effect with the following interpretations and exceptions.

### Rule I. **The Field**

- A. **Location** - All games will be played at the Galena Park Ballfields.
- B. **Dimensions** - Bases will be 60 feet apart, the distance from home plate to the fence is 300 feet all the way around.
- C. **Outfield Arc** – During CoEd play, there will be an outfield arc painted which restricts the player positions for a female batter. “200’ Line”

### Rule II. **The Players**

- A. **Roster** - Each player’s name must appear on the team roster before he/she enters a game. **A player must present his/her ID to be entered on the game roster before being allowed to play.**
- B. **Team** – A CoEd team consists of **11** players (12 if there is an extra hitter). A team must have **8** players present to start and continue a game.
  - a. In CoEd, 4 males and 4 females are required to start and finish a game. There may never be more than 5 of either gender on the field at a time or fewer than 4 of either gender.
  - b. In CoEd, when a team plays all 10 players they must have the following position requirements: two males and two females in both the infield and outfield, and one male and one female as pitcher or catcher.
- C. **Empty Slots** - Empty slots in the batting order, for Men’s, Women’s, and CoEd Divisions, will be outs up to 10 slots. So if you only have 8 players you will have two automatic outs. These automatic outs can be placed anywhere in the batting order, and do not have to be consecutive. For teams shorthanded on defense they may fill the infield and outfield as they choose as long as neither exceeds four players to start a play. CoEd teams may field the infield and outfield to their choosing. CoEd must have a pitcher and catcher as described in Rule II, Section B(b). CoEd teams cannot have a differentiation greater than one in regards to male and female positioning in the infield and outfield.

### Rule III. **Equipment & Uniforms**

- A. **Game Ball** – The Draper Recreation Department will supply two game balls. Teams are responsible for retrieving their foul balls and home runs. If both balls are out of play, teams must supply their own ball to hit, which must be approved by the umpire. *Failure to retrieve game balls can result in an automatic out the following inning or forfeiture of the game.* All divisions of play will use the 12” slow pitch ball.

- B. **Shoes** - Each player must wear athletic shoes. Only rubber/plastic cleats are allowed. No exposed metal may appear on the shoes. Players will be automatically out if they enter the field of play with illegal equipment on.
- C. **Blood Rule** - **Players who sustain injury causing an open wound will be required to leave the game. A player may not reenter the contest until the flow of bodily fluids is stopped and the wound covered. Any clothing or equipment with blood on it must be replaced before returning to play.**
- D. **Jewelry** – There will be no jewelry allowed during any contests. EXCEPTION: Medical Alert bracelets/necklaces that can be taped flush to the skin. Jewelry is considered illegal equipment.
- F. **Gloves** - All players in the field must have a glove, and must furnish their own.
- G. **Pants/Shorts** - Each player must wear athletic style pants or shorts.
- H. **Headwear** - Players may wear a knit or stocking cap, bandanas, visors and/or a baseball cap.
- I. **Braces** – All braces must be covered with an ace bandage or comparable.

#### Rule IV. **Starting the Game & Game Time**

- A. **Playing Time**– No game shall last more than 50 minutes in length. **Game time is forfeit time.**
- B. **Complete Game**- A game will be considered complete if the following apply:
  - a) Completion of 7 innings or 6 ½ (middle of the 7<sup>th</sup>) innings with the home team ahead.
  - b) Game called because of weather conditions with 4 (3.5 innings with the home team ahead) full innings completed.
  - c) Game completed when any inning is ended after the 50-minute time limit has expired.
  - d) Game completed when a team is ahead by 20 at the end of 3 innings or 15 at the end of 4 innings or 10 at the end of 5 innings.
- C. **Starting the game** - The home team will be determined by a coin toss.
- D. **Extra Innings** – If scores are tied after 50 minute time limit extra innings will be played until there is a definitive winner using the international tie-break rule.
  - a) The international tiebreaker involves putting the last out from the previous inning on second base and then beginning the extra inning. This will occur each extra inning until a team wins. If by chance the last out from the previous inning is not available it will be declared an out and the out previous to the last out will take his/her place to begin the extra inning.

#### Rule V. **Scoring**

- A. **Runs** - All runs are worth a score of 1.

#### Rule VI. **Home Run Limits**

- A. : **“One-Up” Rule for Home Runs will be played.** This means that you may have only one additional over the fence home run than your opponent. **All home runs hit subsequently, to being “one-up,” will be counted as an out.**  
**NOTE:** The team at bat (or fans) are responsible for their home run and foul balls. There will be extra softballs on hand; if they are all hit out and not retrieved, there will be a delay in the game.

## Rule VII. **Sportsmanship**

- A. **Conduct** - Abusive or insulting language, acts of unfair play; and managers, coaches, or substitutes on the field of play without permission will result in suspension or forfeit.

## Rule VIII. **Pitching**

- A. **Self Pitching** - Both teams will have two pitchers, one offensive pitcher and one defensive pitcher. The offensive pitcher will pitch two balls to their own team. If neither ball is hit into fair territory, the batter will be called out. The defensive pitcher will play in a defensive position in the area of the pitching rubber. The defensive pitcher must have at least one foot within the pitching circle (8-foot circle) which surrounds the mound at the time of the pitch. Once the ball is released, the defensive pitcher is no longer restricted to the pitching circle.

### B. **Pitchers regulations:**

- 1) The offensive pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
- 2) The pitch starts when the pitcher makes any motion towards the plate. It is not necessary to step, but if a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's mound and the step is simultaneous with the release of the ball.
- 3) **A legal delivery** shall be made when the ball is delivered to the batter with an underhanded motion.
  - a) The pitcher shall release at a moderate speed.
  - b) The hand shall always be below the hip before the release.
  - c) The Pitch must have an arc higher than 6' but no higher than 12'.

## Rule IX. **Batting**

- A. **Pitch Limit** - The batter will have **two pitches** from their own pitcher to put the ball in fair play. If the second pitch is hit foul then it will result in an out.
- B. **Batting Order** - In CoEd, the batting order shall alternate by gender. When a male is walked they are awarded second base. The female batting after the male has the option to take a walk or to hit regardless of outs. All female walks in CoEd are worth one base. (Walks do not apply in 2-Pitch)
- C. **Bunting** - The batter is out and the ball is dead on any attempted bunt.
- D. **Legal Bats** - Only ASA approved bats are allowed. If the batter hits the ball with an illegal bat, the play is nullified and the batter shall be called out. Lists of illegal bats will be provided by the supervisor.
- E. **Batter in the Box** - The batter shall not step directly across the front of the catcher to the other batter's box while the pitcher is in position ready to pitch.

## Rule X. **Overthrows**

- A. **Out of Play** - Overthrows that go **out of play** will result in one base being awarded to each runner from the last base touched at the time the ball left any fielder's hand.

## Rule XI. **Interference/Obstruction**

- A. **Offensive Interference** – The “act of an offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play.” Defensive players must be given the opportunity to field the ball **anywhere** on the playing field. All interference fouls will be called out.
- a) Base running interference includes a runner or batter-runner who interferes with a fielder, or who is hit by a fair, untouched batted ball while not in contact with a base and before it

passes an infielder, excluding a pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.

- b) When a runner interferes with a fielder, it may be in the form of physical contact, verbal contact, visual distraction, or any other type of distraction that would hinder the fielder in the execution of a play.
- c) It is also interference, if in the judgment of the umpire, there is an obvious attempt to prevent a double play, and the runner closest to home plate shall also be called out.
- d) **The base runner cannot run over or through a fielder.** The result is an automatic ejection from the game and suspension for the remainder of the tournament.
- e) **Offensive pitcher must make an attempt to avoid the batted ball at all times. If incidentally struck by a batted ball, the ball is dead and the runners will be awarded the base they were advancing to. If offensive pitcher makes no attempt to avoid the batted ball, the ball is dead and the batter will be called out.**

**B. Defensive Obstruction** – a defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball or a fielder who is not in possession of the ball/in the act of fielding a batted ball. If in the officials judgment obstruction has occurred, the play will be ruled dead and all players affected by the obstruction will be granted the bases they would have obtained.

#### Rule XII. Foul Ball

- A. **Foul Ball** - A legally batted ball that
  - a) Settles in foul territory between home and first base, or home and third base.
  - b) Touches the umpire, a player or any object foreign to the natural ground while on or over foul ground
  - c) First hits the ground or is first touched (not caught) over foul territory beyond first or third base.

#### Rule XIII. Infield Fly

- A. **Infield Fly Rule** - The batter will be declared out when a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who positions himself in the infield on the play shall be considered infielders for the purpose of this rule. The ball is alive and runners may advance at their own risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball.

#### Rule XV. Stealing

- A. **Base stealing** is not permitted under any condition. He/She may leave the base when a pitched ball has reached or passed home plate.

#### Rule XVI. Outs

- A. **There will be three outs per team.**
- B. **The base runner is out:**
  - a) When in running to any base, they run more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of the fielder.
  - b) When the base runner commits offensive interference
  - c) When running **through** and touching the first base bag. Runners who do not round the base are required to touch the safe bag
- C. **Base runners are not out** under the following circumstances:
  - a) When the base runners run behind the fielder and outside the baseline in order to avoid interfering with infielder attempting to field the ball in the base path.

- b) When the base runner is hit with a fair-batted ball that has passed through an infielder (excluding the pitcher) and in the umpire's judgment no other fielder had a chance to play ball.

**Rule XVII. Other Rules**

- A. Teams are permitted to warm-up in the first inning only.
- B. If there is a pitching change, the "new" pitcher has 3 pitches before resuming the inning.
- C. If a team hits a home run or a foul ball out of play they need to send someone to obtain the softball.
- D. Due to time, **stalling** is not permitted. If a team is stalling they will be given one warning and if stalling persists the offending team will be given a forfeit.
- E. **Runners approaching home plate are required to cross the scoring line in order to score a run. No contact with the actual home plate is allowed. This rule is for safety of all players.**