



The Union Point Adult Men's & Coed Softball league will follow USSSA rules EXCEPT where modifications are made. Please read through carefully.

Basic Ground Rules (Applies to Men's & Coed Leagues)

Team Roster and eligibility – The maximum roster size is 15. All players must be over the age of 18. Only players who sign a player waiver form are considered rostered. No players who have played less than 4 weeks will be allowed to play in the playoffs. Players may not be rostered on two teams.

Season – Season is a minimum of 7 games long, plus playoffs for qualifying teams league and season. Playoffs are single elimination. The top 4 teams are eligible

Uniforms and Equipment – turf shoes or rubber cleats only on the turf. Metal spikes are prohibited.

Field of Play – The following dimensions will be in effect. Bases will be marked off at 65 feet, and the mound will be marked off at 50 feet. Pitching arc is 6' to 12' from the ground. Pitchers are not required to make contact with the rubber during the pitch. All batted balls hitting the ceiling are considered live and may be caught for an out before they hit the ground.

Boundaries & Ground Rules - A play on the ball may be made if it makes contact with the complex ceiling in fair territory.

A ball will be considered foul and dead if it first makes contact with any portion of the ceiling, a piece of equipment (net or player equipment) IN FOUL TERRITORY.

- 1) The lights will be used as a natural boundary.

Any thrown ball that hits player equipment, a soccer goal, etc., will be considered dead, and the player will be awarded the next base.

- **HOME RUNS:** There are no home runs



- A ground rule double will be ruled on any ball that is tangled in the netting and/or is caught behind field equipment ONLY if the fielder throws his hands up before the runner has reached second base and does not make a play on the ball. Any play on the ball will keep the ball in play and live. Runners may advance as much as possible on this.
- Umpire's discretion will be used to advance runners on dead balls if necessary.
 - For example, fielders throw their hands up as the runner reaches second. The umpire will award third base to the runner.
- A dead-ball foul will be ruled on any ball first coming into contact with the complex or equipment in foul territory, and no play can be made on the ball.
- **Any ball making contact with the lights over home plate WILL BE CONSIDERED LIVE regardless of where the ball lands.**

Game and Start of Play – Games are 60 minutes or 7 innings, whichever comes first, and the umpire will announce time.

Captains or team representatives will meet with the umpire 5 minutes before the scheduled start time to review ground rules. If necessary, the league director will have the final call on any rule discrepancies. There is no grace period at the start of the game. To ensure a full game is played, it is critical to show up on time, hustle on and off the field, and know your team assignments.

Time Limit – 60 minutes or 7 innings

Warm-ups – No infield/outfield warm-ups after the 2nd inning. Pitchers are allowed one warm-up pitch between innings. Pitchers will be allowed 3 to start the game

Players on the Field – Each team may have a maximum of 9 for men's and 10 for coed. For coed games, the maximum number of men in the field at any one time is 7. The minimum number of players required for a legal game is 7. At the beginning of the game, if one team has fewer than the minimum number of players, they are automatically the visiting team and must bat first. If fewer than 7 players are present by the end of that team's turn at bat, then that team will forfeit the game. If a team has only 7 players, a ghost out will be recorded every time the 8th spot in order comes to bat. For coed anything below the minimum 2 females will count as an out in the batting lineup, i.e., 1 female batting team will have an automatic ghost out when the third female spot comes up.



Batting Order for Coed – There must be at least 2 females in the batting order. No maximum number of batters in order, but a team may not bat more than 3 males in a row (MMMFMFMFM), until all two women have batted. Once the mandatory number of women have batted, a team is allowed to bat the remaining men up to a maximum of 4 in a row (except when the batting order is turning over). **Penalty for missing women** – women's spots must appear in the order from the start of the game. If fewer than 3 women are present at the start of the game, then a "ghost out" will be assessed each time a missing woman's spot is reached in the order. If fewer than 2 women are present before the first pitch of the top of the third inning, then a 2-run penalty will be awarded to the opponent for the missing woman. To avoid a penalty, both women must be at the field by the top of the third inning. At least 1 woman is required to play the game.

Ghost Out – If a team has fewer than the minimum number of female batters, a ghost out will be assessed every time that female spot comes up in the order. The spot is still considered a female spot, and all other rules regarding female spots in the order are in effect.

Walks – Base runners advance only to the base they are forced to move (i.e., a sole runner on second would only move to third if forced by the approaching walked batter).

Fill in Players – Players are not allowed to be rostered on more than one team. Teams are allowed to use fill-in players if they are otherwise in jeopardy of forfeiting their game. You may not add fill-in players to go above the maximum number of players allowed in the field, which is 9. Fill-in players are not allowed to be used during the playoffs.

Fouling out – All batters start with a 1-1 count. A batter is considered out if he fouls off two balls after his or her second strike. **Meaning each batter will have one foul to waste.**

Called Strike on a Ball Put in Play: Players may not make contact with the ball with both feet IN FRONT OF HOME PLATE. All players must have at least one foot behind the front of home plate. Any ball contacted by a batter with both feet in front of home plate will be ruled a dead ball, and no runners may advance.

Players Arriving Late – A player arriving after the batting order has turned over must be placed at the bottom of the order. Late-arriving players cannot enter the game while their team is on the field. Late-arriving players must be announced to the umpire and the opposing team. Late-arriving women



must fill the spot in the order currently occupied by the ghost out(s) or be placed at the bottom of the lineup if 3 females are already in the game.

Players Leaving Early – A player who cannot bat (injury or has left the premises) in their designated spot is not penalized. That spot in the order is simply skipped. However, if a woman cannot bat, causing the team to be left with fewer than 2 women, it is an out each time the spot comes to bat. A forfeit will be declared if a team is left with fewer than 5 players.

Courtesy Runners and Injury – A batter may ask for a courtesy runner BEFORE his or her time at bat, and the umpire will announce it to the opposing team. The batter may not advance beyond first base on a batted ball, except when automatic advancement would be awarded for a ball out of play (i.e., overthrow, automatic double) or for a base on balls when batting before a female. A replacement runner is the last player to have completed their turn at bat and is not currently a base runner – a man for a man, and a woman for a woman. If a player is injured while running to a base, it is the umpire's discretion whether to award a courtesy runner. A courtesy runner must be asked for by the time a runner has reached first base. Once a batter/runner advances to second, he must complete his turn on the bases UNLESS an injury has occurred.

Run Limit – Teams will be limited to scoring no more than 6 runs per turn at bat. Once a team has scored 6 runs, its turn at bat will be considered over.

Pitching - Any pitch that hits the plate or the mat will be considered a strike. Pitchers are allowed ONE fake pitch.

Eligible Bats – For indoor play, players may use any bat regardless of association. Baseball bats are NOT allowed.

Umpires – Umpires will review the ground rules with the team captains and collect game balls. Harassment of umpires, whether physical or verbal, may result in ejection from the game and a warning from the league. A second offense will result in expulsion from the league. DO NOT HARASS THE UMPIRE!

Playoff Eligibility and Tie-Breakers – Only rostered players who have played in at least 3 of their team's games are eligible to play in the playoffs. Teams with 2 or more forfeits are not eligible to make the playoffs. The following tiebreakers will be used to determine playoff eligibility and seeding: In the event of two teams finishing the season with identical records, the first tiebreaker is the head-



to-head record, followed by overall run differential, and then overall runs against. In the case of two teams ending the season with identical records but having not played each other, the first tiebreaker is overall run differential, followed by overall runs against. Any team with a forfeit is automatically seeded lower.

If three or more teams end the season with identical records, the first tiebreaker is head-to-head record among the tied teams, followed by overall run differential, followed by overall runs against. Any team with a forfeit is automatically seeded lower.

IMPORTANT: *Food and alcoholic beverages are PROHIBITED on the fields of play before, during, or after games. PLEASE DO NOT SPIT SUNFLOWER SEEDS, CHEWING TOBACCO, OR TOBACCO POUCHES on the fields, respect the fields and facility. Smoking of any kind is NOT ALLOWED inside the domes. Teams are asked to clean their bench area after the completion of their game.*