

MARS
Adult Coed Softball
Rules & Regulations

USSSA will govern play in all organized adult softball leagues where not stated in the following Rules and Regulation of Adult Coed Softball.

TEAM COMPOSITION

1. Team rosters may not exceed 25 players.
2. Any changes to the rosters must be submitted to the League Coordinator prior to the third game. All rosters will be final by the third game and no additional changes may be made after this time. An updated roster may either be emailed, faxed, or mailed in. Rosters should include each player's name, date of birth, age, and phone number.
3. If the legality of a player is questioned, the Game Official may request to see a player's picture ID during any game of the season. If the player does not have a picture ID on them, they can finish the game, but must come to the League Coordinator before the end of the next business day and present their identification. If a player does not present their ID within the allotted time, the penalty for an illegal player is as follows:
If the player does not present their ID within the allotted time he/she will be considered a non-rostered illegal player:
 - a. A non-rostered illegal player is a player that is found playing for a team and their name is not listed on that team's official roster. If a team is found guilty of using a non-rostered illegal player the penalty is a 2 game suspension for the player in question and the team captain.
 - b. A rostered legal player is a player who is a female that is playing for another team and is on one team's roster but is playing as a pickup for another team.
 - c. If it is proven that an illegal player was used, the game in question will be considered a forfeit.
4. Teams play with 10 players in the field, for co-ed, minimum four women and maximum six men. Positions in the field are not dictated. If you start a game with 10 players the legal combinations are: 4 women and 6 men OR 5 men and 5 women. You may start a game with 9 players if need be, but 4 must be women.
5. If a player has to leave the game early (including ejections), then an automatic out will be given for that spot in the lineup if there is no substitute on the bench.

6. In co-ed, no more than two males can bat in a row. The batting lineup should consist of no more than 12 players, with the maximum number of men being 6. The following are the recommended batting combinations:

6 MEN AND 4 WOMEN

RECOMMENDED COMBINATIONS ARE:

*M * M * F * M * M * F * M * F * M * F*
*F * M * M * F * M * M * F * M * F * M*

6 men and 5 women (alternate man/woman)

5 men and 5 women (alternate man/ woman)

5 men and 6 women (alternate man/woman)

6 men and 6 women (alternate man/woman)

3 males cannot bat in a row

7. In co-ed, if a player shows up late, they will be considered a sub if you are already playing with 10.
8. For a player to be fielding, they must be in the batting order. You can rotate positions in and out every inning, just as long as the player is in the batting order.
9. You can only utilize a courtesy runner once per inning (one per gender). The courtesy runner has to be the same gender and not one of the next two batters.
10. Females that are currently participating in the league may fill in for a missing female on another team with the opposing team captain's approval. All females playing in the leagues must be on one (1) team's official 1 roster. Below are the only circumstances where a team may pick up additional female players:
 - a. If the team playing only has 2 of their rostered females present they make pick up 2 rostered females from other teams.
 - b. If the team playing only has 3 of their rostered females present they make pick up 1 rostered female from another team.
 - c. If a team has less than 2 of their rostered females, the game will be considered a forfeit.

PLAYING RULES

1. Homerun Limits: 5 PER GAME; Subsequent homeruns are counted as outs.
2. 7 inning game or 1 hour time limit. However, a new inning will not be started with less than 5 minutes remaining in the game unless it is the championship game. If the game is a tie after the time limit, we will play out ties for up to 15 additional minutes. After that, the game will be declared a tie. Playoffs are an exception.

3. The championship game will not have a time limit but the run rules will still be in effect.
4. No new inning may begin after the 55 minute mark. Game time is the responsibility of the scorekeeper or game official and will begin on the first warm-up pitch of the game. Teams may check the game time with the scorekeeper between innings.
5. Slow pitch, less than 10 feet, above 3 foot arc limit.
6. Intentional fast pitches with no arc are subject to automatic ejection of the pitcher (Discretion of the umpire).
7. Batters start with a one ball and a one strike count. If a batter hits a foul ball with two strikes, the third strike does not count. If they hit a second foul ball with two strikes, they are out with three strikes. There is a foul on the third strike.
8. If a batter hits a home run, they are not required to run the bases (Hit and Sit rule is in effect)
9. Pitcher's Protective screen: Purpose: The pitching screen is for the pitcher's protection only. The pitcher must use the screen in the manner in for which it was intended, the pitcher's protection. Location Requirements: The location of the screen is as follows: It must be placed with one leg of the screen touching the pitcher 's rubber.
10. The pitcher has the option to make minor movements of the screen during pitching. These should be done quickly.
11. Batted Balls - Batters starts with a one ball and one strike count. If a batter hits the screen with two strikes, the third strike does not count. If they hit the screen for a second time with two strikes, the batter will be called out like any two-strike foul.
12. Thrown Balls - A thrown ball that touches the screen is a live ball, unless it leaves the field of play, at which time it would become a dead ball.
13. In co-ed, if a male is walked with a female on deck, the male gets 2 bases and the female following him in the batting order gets an option to take first or to bat. Also, if 2 men in a row are walked to get to a female, the second male gets 2 bases and the female has the option of hitting or walking. Otherwise, only one base is allowed for walks.
14. A FORFEITED GAME shall be awarded as a 7-0 victory in favor of the team not at fault, if the game has not begun. If the team currently leading causes the game to be forfeited, the official score shall be recorded as 7-0. If the team trailing causes the games to be forfeited, the official score shall stand.
15. Team Line Ups are due to the scorekeeper 10 minutes before game time.

16. Run Rule – If any team is ahead by 20 runs or more after 3 completed innings, 15 runs or more after 4 completed innings or 10 or more after 5 completed innings, the game will be stopped and considered a run rule.

CONDUCT

1. The purpose of the league is to have fun. If a player uses offensive language, yells at other players or officials or behaves in an unsportsmanlike like manner, he/she may be ejected. An ejection is an automatic one game suspension. Fighting is an automatic ejection from the league.
2. Two or more ejections in the same season will result in suspension of the league for the remainder of the season.

OFFICIALS

1. Officials shall be certified and authorized by the league director. The umpire will have authority over the game and his or her decisions over runs scored, rules, etc. shall be final. Please respect their rights and work with them to ensure a well-played game.
2. Officials shall:
 - a. Make all decisions for infringement of the rules committed within or outside the boundary lines from the beginning of the game to the end.
 - b. Act as timekeeper and allow the full or agreed time, adding any time lost because injury or other causes at their discretion.

PROTESTS

1. There will be no protests.

UNIFORM/EQUIPMENT

1. Bats and balls will be used in accordance to USSA Rules and Regulations. Please visit: <http://web.ussa.com/ussa/ussa-general/2016SPRulebook.pdf> for rule book.
2. BALL SIZE -USSA: The Classic M ball has a COR of 40 or less and a compression of 4 10 or less. USSA rules do not allow the COR and Compression information to be written on the ball.
3. Teams are not required to purchase uniforms. However, all team members should wear the same color and a number on the jersey is recommended.

FORFEITURE

1. A 10 minute grace period will be granted for the first game of the day only. This will be taken off your game time. For example - if your game is scheduled to start at 1:00 p.m. and does not start until 1:10pm due to players arriving late, the game will still end at 2:00 p.m. (Exceptions will be made by umpires in extreme circumstances)

CANCELLATIONS/INCLEMENT WEATHER

1. If no cancellation has been made, please attend your game. Should inclement weather arise, the official will make a call at the field.
2. Any game that is stopped at halftime (4 completed innings) or beyond will be counted as a complete game. Games that have not reached halftime will be continued from that point on their makeup date.
3. Any games that must be re-scheduled will be done so by the league director.

