



Men's Slow-Pitch Softball League Rules

A. Playing Rules

1. Defense: The team on defense is limited to 10 defensive positions. Teams may not have more than 6 players on the infield. A team may play with as few as 9 players.
2. Batting Lineup: you can bat up to 13 in the lineup. Once a player is taken out of the lineup, substituted, they can't bat again. But they can still play defense.
3. Sportsmanship: Any player exhibiting unnecessary roughness during a game will be ejected from the game, and possibly the season or the league. Only the manager can protest with the umpire. Unsportsmanlike conduct of any type won't be tolerated.
4. Base running: No stealing bases. No leading off. Runners must remain at the base until contact is made between the bat and ball. After 3rd base there will be a marked area called the commit line, which is 33 feet from 3rd base. Once a runner passes that point, they must continue to home plate. For safety reasons, there will be an additional home plate off to the side of the batting home plate. All runners from 3rd base will run only towards this second home plate and all plays at home will be force outs – no tagging.
5. Count: For each at bat, the batter will begin with a one (1) ball and one (1) strike count. A ball hit to the protective screen will be called a foul / dead ball. After strike two, the batter is allowed 1 courtesy foul hit. If there is a second foul hit, the batter is out.
6. HR limit per game is 5 and one up. Example – Team A hits 5 home runs out of the park and Team B hits 3 home runs – Team A will be called out for future home runs until Team B hits 5 also. Then each team can hit one more, etc.
7. Game Play Time: Games will consist of 65 minutes or 7 innings, whichever occurs first. No new inning will start if there is less than 1 minute remaining on the 65 minute timer. If the game is tied after time has expired or the maximum innings have been played, then 1 tie breaker inning will be

played. This will consist of one full inning where the offensive team begins it's turn at bat with the last batter from the previous inning being placed on second base. Each batter will start with a full count (three balls and two strikes). You get 1 pitch so you either hit it, strike out, or foul out. If the game is still tied after the inning is completed, then each team will record it as a tie.

8. Mercy Rule: After a minimum of 5 innings, if one team leads the other by 15 or more runs, the game is stopped. 4 ½ innings if the home team is winning.

9. Music: No playing music while batter is in the box. If playing music, it must be family friendly.

10. Forfeit: If the other team forfeits / no shows, the score will be counted as a 7-0 win.

11. Designated fielders are ok – this is when a player plays defense and doesn't bat in the lineup. Designated hitters are ok – this is when a player only bats and never plays on defense.

12. Pitching: Arc on the pitch must be between 6 feet and 12 feet high. We utilize the home plate and the extended strike mat. A pitched ball that hits either the home plate or strike mat is called a strike. Pitches that are illegal (lower than 6 feet or higher than 12) will be called a ball, but the batter can swing if they choose.

B. Substitution Rules

1. Managers are requested to inform the opposing team and umpire of the substitutions. Once a player has been taken out of the batting lineup, they can't return to bat – but can play defense. An exception would be if a player was injured. The benched player could replace the injured player, as long as there aren't eligible subs on the bench that have yet to play.

2. Substitute runners are allowed only if the runner reaches base or is awarded base safely. Each team can designate 2 runners as their substitutes for the game. Choose wisely, because if the substitute runner's position in the batting lineup comes up while they are on base – the batter will be called out.

C. Scorekeeping

The umpire will write down the score after each half inning. Each team is responsible for keeping their own score. Each manager should verify with the umpire how many runs were scored for that half inning. The umpire will also keep track of the game clock.

D. Equipment and Uniforms

1. No metal cleats. Plastic cleats are encouraged. Must be closed toed shoes.

2. Uniforms aren't required but are encouraged. Shirts are required. At least try to wear the same color shirt as your teammates.

3. Balls: we use 12 inch, 44 core 375 compression (44/375) and if in stock and available, must be ISPS branded balls. Unless noted elsewhere, teams are responsible for providing their own softballs. Teams will hit their own softballs and will pitch / field the other team's softballs.

4. Bats: no senior, fast pitch, wood, or baseball bats. Must be slow pitch softball bats stamped either ISPS, USA/ASA, USSA, ISA or NSA. The batter will be called out if they come to the plate with an illegal bat.

E. Rosters

1. Due to insurance reasons, each player must be at least 18 years old.
2. Roster size is a maximum of 20 players. Rosters will lock after a team's 5th game of the season – no adding or removing players.
3. Signed rosters with waivers will be turned in on opening day. If a player isn't there for opening day, they can sign another roster /waiver on their next game.
4. All players on the roster are eligible for playoffs, as we won't be counting a minimum of games played.

F. Rainouts

1. If any rainouts occur, those games will be made up at a later date.
2. If a game is in progress with at least 5 innings completed, that game will be counted as completed if the home team is batting and has the lead.
3. If a game is in progress for less than 5 innings and can't continue, the umpire will stop the clock. The rescheduled game will pick up where the clock left off, inning, outs, and batting lineup.

G. Pickup Players

If a team is short of players for a game, they may pick up free agent sub players. The team can't pick up players that are on other team's rosters. Pickup players aren't eligible for playoffs.

H. The Field

The pitching position is marked a distance of 50 feet from the back of home plate. The bases are 70 feet apart. A pitching protective screen will be placed 3 feet in front of the pitching position. Pitcher must pitch the ball and then get behind the screen. Pitcher can't field a ball in front of the screen, unless it's a pop-up, or a grounder that didn't make it to the screen.

I. Playoffs

Every team makes the playoffs. It's a single elimination bracket where the team that placed first during the regular season will play the team that placed last, etc. But depending upon the amount of teams in the league, it may be necessary for some teams to have first round byes. If teams have the identical record during the regular season, the first tiebreaker is head-to-head results from the regular season. Second tiebreaker would be run differential. If a third tiebreaker is needed, it'll be a coin flip. Player must be on your roster to be eligible for playoffs.

J. Refunds

Connected Cities Softball Association Inc. is not responsible for any refunds at any time during the season. The team fees are the responsibility of the team manager, so please refer to them for any refund requests and roster replacements.

For any rule not covered in this rule book, refer to the current ISPS softball rule book.