



Mendocino Coast Recreation and Park District

2019 Coed Softball League Rules

**Absolutely NO ALCOHOL, SMOKING OR TOBACCO (of any kind) allowed on the school premises,
including Safe Passages, and all parking lots!**

Team Manager's Responsibilities:

- A. Managers are responsible for informing all members of their team of the Rules and Regulations.
- B. Managers are responsible for the actions of team players and fans.
- C. Managers are responsible for contacting team players in the event of a game cancellation or schedule change.
- D. Managers are responsible for making sure all their players have signed the roster and paid their player fee.

MCRPD Policies

- 1. Player fees must be paid in full before stepping foot on the field.
- 2. Fees are non-transferable, and non-refundable.
- 3. Once a player is signed to a roster, and has played for that team, that player may not play on another team for the duration of the season.
- 4. Players must be at least 16+ years old to play. If under 18, players must have a parent or legal guardian signature on release.
- 5. All high school athletes will have to get approval from their athletic director before signing up with a Rec. league team.
- 6. Use of an illegal player (not on the roster, underage, on another team, etc.) will result in an immediate forfeit, the suspension of the illegal player for the remainder of the season (all leagues) and at least a 1 game suspension for the team manager.
- 7. Players must participate in at least 3 regular season games to be eligible for the playoffs.
- 8. No one other than team members (player or coaches) and the managers listed on the roster are allowed in the dugout or on the field during a game. This includes batboys/batgirls, scorekeepers, friends, family members, players from other teams, etc. Failure to comply with this rule the first time will result in a verbal warning. A second will result in an out for the team not in compliance. All people on the field MUST have signed the roster, paid the player fee and have read the waiver and release. No exceptions!

Decorum

- 1. Sportsmanship, proper language and refraining from taunting are expected from every player and spectator.
- 2. Umpires may eject a player or a team for abusive behavior or foul language, or both.
- 3. Ejections will be followed with a one game suspension. Additional games may be added for excessive arguing, failure to leave the premises, physical abuse, etc.
- 4. Players have 5 minutes to leave the field upon ejection or their team will forfeit the game.
- 5. No player or manager may be intoxicated just prior to or during a game. Umpires and league officials have the authority to make these determinations.
- 6. All umpire decisions are final.

MCRPD CO-ED Rules

1. Matching Uniforms are not required. Numbers on the jersey or the shirt is required.
2. Lineup cards must be completed by each team prior to the game and submitted to the scorekeeper and the other team, with player's number, name and position.
3. All games are 7 innings with no inning beginning beyond 1 hour and 10 minutes into the game.
4. Mercy rule of 20 runs after 4 innings and 12 runs after 5.
5. All players will use the balls provided by the MCRPD. 12" balls for all male participants, 11" for female.
6. Steal cleats are not allowed.
7. All bats must bear the ASA certification mark and must not be listed on the ASA non-approved list or must be included on a list of approved models published by the ASA. Umpires will be inspecting bats prior to, and during games to ensure the legality of all bats used during the game. If an umpire finds an illegal bat, it will result in an immediate forfeit. Use of an illegal (or shaved) bat will result in a 2-year suspension of that player.
8. Players are responsible for the bat that they bring to the plate.
9. Games will be played with 5 females and 5 males. If extra batters are used, you must play with 6 females and 6 males. If a team is short players, the minimum number of players is 8 (4 females 4 males). You may play with more females than males.
10. If a team is unable to field a team after 10 minutes past the official start time, then it will be declared a forfeit by the team without enough players.
11. If a team cannot adhere to the season schedule, and must miss a game, then this will count as a forfeit and no make up game can be scheduled. All games called off by the league director due to weather, etc., will be rescheduled for make-up days.
12. Forfeits count as 1 loss. 3 forfeits will eliminate teams from consideration for playoffs. If a team forfeits 4 times, they are removed immediately from the league.
13. A team may begin a game with 8 players. Each vacant position (up to two) must be listed last in the batting order and an out will be recorded when the vacant position is scheduled to bat. If a team is playing shorthanded with either three players in the infield or outfield (excluding the pitcher and catcher), at least one must be male and at least one must be female. If another player arrives, that player must be inserted into the line-up in the vacant spot by alternating sexes. If there are more males than females the male player cannot participate until the male to female ratio is even.
14. Late arriving players can only join their team between innings, or when their team is up to bat, not when their team is in the field, unless shorthanded. If a team is short handed the eligible player will be allowed to join their team on the field.
15. Co-ed defensive positions shall include 2 males and 2 females in the outfield, with the positions alternating (i.e., female, male, female, male). There shall be 1 female and 1 male in the pitcher-catcher positions, and the infield requiring only 2 females and 2 males in the 4 positions.
16. Outfielders must remain on the grass until the ball is in play. Infielders must remain on the dirt until the ball is in play.
17. A team may have 10 players on the field, up to 12 batters in the lineup.
18. The batting order for co-ed softball must alternate (female, male, female, male). Females may bat back to back if the team has more females than males. Males may not bat back to back.
19. If a male batter is walked, he takes second base and the female after him has the option of batting or taking first.
20. We are starting with a 1-1 count.
21. There will be a commit line half way around the 3rd base and the score line at home plate. All outs at home will be forced outs and a runner is safe once they pass the line that extends from home plate. Runners touching home plate are automatically out. Runner cannot retreat to third if they have passed the commit line. **Steer clear of Tony's Circle at home plate. Runners are not allowed within the circle as this poses a safety concern and will result in an out.**
22. 2 courtesy runners are allowed. It must be the last out made and the replacement runner must be of the same gender as the player being replaced. If the replacement runner comes up to bat while on base the previous out must take the runners place on base. If a courtesy runner is needed and there are no previous outs, then the last runner of the same gender will be put on base.

ASA Rules Enforced

1. The first foul with 2 strikes is not an out, however, the second foul with 2 strikes is an out.
2. When an umpire shouts 'illegal pitch' the batter has the option of taking a ball or swinging at the pitch.
3. The infield fly rule does apply.
4. There is no stealing. Contact with the ball must be made before the runner can leave their base. A player leaving their base prior to the batter making contact will be called out.
5. Sliding at all bases (except home plate) is permitted, as it is the base-runners responsibility to avoid collision.
6. Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be ejected from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player has possession of the ball and able to make an apparent play on the base runner.
7. If a defensive player is not in possession of the ball, so that they are able to record an out (apparent play at any base, except home), they cannot block the base or be in the base path so as to impede (obstruct) the base runners right to that base. Under such circumstances, the defensive player shall be responsible in avoiding a collision. If a collision does occur under these circumstances the runner will always be considered safe and the obstruction rule shall be enforced
8. If a hit ball rolls under or past the fence (If there is a fence), then it is a ground rule double.

ASA rules apply to any rules not specifically covered in this document.

Playoff Rules

1. No time limit for playoffs.
2. As used in the regular season, the run rules will be applied.
3. Home/Visitor will be determined by seedings (higher seed is home team).
4. MCRPD will provide a second umpire for playoffs.
5. League Awards: Championship teams receives T-shirts for each person on final roster (up to 20), Champions Plaque and 2 MVP (one male and one female). 2nd Place teams receive a Plaque.

Methodology Used in Determining League Standings

Forfeits count as 1 loss. 3 forfeits will eliminate teams from consideration for playoffs.

If a team forfeits 4 times, they are removed immediately from the league and a new schedule will be reissued.

In the event of a tie in final standings, the following criteria will be used to decide the winner in the following order:

1. Head to head record
2. Run differential head-to-head if more than one game played
3. Best record head to head among tied teams (if more than two teams tied)
4. Most runs scored in all league games
5. Least runs allowed in all league games
6. Coin flip