



## Stadium Sport Leagues Softball - Indoor (Officiated) Rules

### **Game Time**

Games consist of as many innings that you can play with a time limit of 55 minutes. Since the final inning is an "open inning", the umpire will declare the final inning, as appropriate considering the 55-minute curfew prior to the visiting team coming up to bat. Please arrive early to ensure you get the full use of your allotted time. Regardless of when your game begins your game will always end on time to allow the succeeding games to begin at their scheduled time. Please designate one person on your team to keep track the score during the game.

- If the home team is trailing in the game and the current inning is not completed by the 55-minute mark, the score of the game will be the score at the end of the previous completed inning. If the score is tied, or the home team is ahead at the 55-minute mark, the score will be taken as is at the time of the 55-minute curfew. The home team does not bat if they are ahead going into the bottom half of the final inning.
- No new inning can start within 5 minutes of the scheduled end time of your game. Please be courteous to the teams waiting to play after you.
- Playoff games have a time limit of 50 minutes (see tie-break rules below).

### **Players**

When fielding, teams are comprised of nine (9) players (1 rover) with a minimum of three (3) of each gender.

**Gender Numbers:** Each team must have a minimum of three (3) players of each gender on the diamond at all times.

**Defaults:** A default will occur if any team cannot field a squad by 10 minutes after the official start time. A team can play with a minimum of 7 people, as long as there are two (2) of each gender. A team can also play with 8 people if they only have two of one gender (i.e. 2 women), BUT a team of 9 or more players that only has two women can only have 8 players on defence (you will be playing short 1 person on defence - meaning there will be no rover).

### **Playing Area**

All Indoor Softball Games will take place on a modified softball diamond using half of a standard-sized soccer pitch. The on-site league supervisor and game umpire will set up the bases and the baselines. Please let the Umpire know if anything in regards to the field set-up needs to be adjusted.

### **Equipment/Set Up**

Equipment will be set up for teams by onsite league supervisor and/or game umpire. It is the teams' responsibility to bring their own gloves and bats to all games as well as any extra softballs.



### Base Distance:

- Softball bases should be placed roughly 15-20m (20-30 paces) apart. Both teams should agree on the placement of the bases.

### Bats:

- Only bats approved by the ASA or the USSSA, and which don't appear on a list of banned bats, will be deemed legal. All bats must be softball bats (cannot be baseball bats).
  - ASA Banned bat list: [http://usa.asasoftball.com/e/build\\_batlist\\_one\\_page.asp](http://usa.asasoftball.com/e/build_batlist_one_page.asp)
  - USSSA Banned bat list: <http://web.ussa.com/ussa/ussa-general/Withdrawn&Non-CompliantBaseballBats.pdf>
  - More info: <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment.aspx>
- No throwing of the bat at any point during the game. Players are required to be mindful of everyone's safety and prevent any possibility of injury.

### Head Protection:

- A mask is available for back catchers - this is a strongly recommended piece of equipment. Softball helmets for batters, base runners and pitchers are not mandatory. However, it is strongly recommended that players or teams supply and wear their own helmets if they choose to do so in the interest of safety.

### Cleats:

- Metal cleats are not allowed

### Uniforms

Defaults: There is no default for players that don't wear the right colour. However, that player must do everything they can to ensure it's not confusing for the opposition. Whether this means wearing a pinny, a hat, a teammate's shirt, etc. Under no circumstances can a player purposefully deceive the opposition.

### Ground Rules

Captains should decide prior to the start of the game if they are going to play any ground rules with regards to boundaries. Please make sure that both teams are aware of these rules so there is no confusion.

### Softball 101

The following outlines the basis of the rules of Indoor Officiated Softball Leagues

- There is absolutely no sliding. Any base runner that slides is automatically out.
- It is highly recommended that the catcher wears the provided mask.
- The rover may play anywhere on the field with the exception of the catcher's position.



- Metal cleats are not allowed
- 1st base and home plate will have "safety bases". As such, there will be a base for the first basemen and the catcher to touch and a separate base (or line) for the runner to step on (run across). If the runner steps on the base that is designated for the catcher, the runner is out and the run does not count.
- There is a commitment line halfway between 3rd base and home plate marked with an extra base. Once the runner has crossed this line, they cannot return to 3rd base. If they do, it is an automatic out.
- A "force out" will always be in effect between home plate and first base. (i.e. the defensive player only has to touch their base to record an out). A baserunner CAN also be tagged on the way to first base for an out. As well, a force out will always be in effect between 3rd base and home plate once the runner has crossed over the commitment line. ALL plays at home are force-outs (the runner may not be tagged once he passes the commitment line). The catcher must stand on home plate for plays at home. There is no force out at 2nd or 3rd base unless the bases before them are full (e.g runner on 2nd must run to third since runner at 1st base is coming to 2nd) - these players must be tagged.
- A player can overrun 1st base ONLY, and they must stay in foul play when doing so. If you overrun 1st base into fair play, you can be tagged for an out.
- The team at bat provides their own pitcher. The safety of all pitchers is a priority in our leagues and should be a priority on your team! We recommend the following steps to help minimize the risks of pitching in our leagues:
  - We strongly recommend a minimum pitching distance of roughly 12 paces from home plate
  - We recommend pitchers consider wearing either a helmet, a catcher's mask, or a combination of both
  - We ask that both team captains discuss the appropriate pitching distance prior to the start of the game, along with any ground rules that will be observed at the diamond. If a hit ball touches the pitcher, the ball is declared dead and the pitch is redone - base runners return to their previous bases and the pitch count is restored. (Pitchers should do their best to avoid making contact with a hit ball, but may protect themselves if necessary on a hard-hit ball).
  - Every batter can receive a maximum of three (3) pitches. All foul balls, wild pitches, strikes and balls count as one of the three pitches. The only exception is a ball that hits the pitcher
  - There is no bunting or faking to bunt. However, a ball that is hit with a full swing, but does not go past the pitcher IS a live, playable ball.
  - Batting Order - The golden rule when making a batting order is that at no time should 3 men bat in a row. A team must use their full roster for batting (i.e. players cannot only play defence). If the male:female ratio is greater than 2:1, then the batting order is two (2) men followed by one (1) woman. The male order and female order must always stay the same, although the overall order when



mixed may change depending on the male/female ratio. For example, if a team has 7 men and 2 women present, the batting order will be: man 1, man 2, woman A, man 3, man 4, woman B, man 5, man 6, woman A, man 7, man 1, woman B, man 2, man 3, etc. The spot where woman C should have been will NOT be an automatic out.

- If the male:female ratio is less than 2:1, then the batting order will be static (does not change). For example, if a team has 6 men and 4 women, then an order could be: man 1, man 2, woman A, man 3, man 4, woman B, man 5, woman C, man 6, woman D, man 1, man 2, woman A, etc. Please note that this is a hypothetical order. Teams can have women bat back-to-back if they wish, as long as 3 men do not bat in a row and they keep the order the same throughout the game.
- A team can only score a maximum of five (5) runs in one inning. EXCEPTION: A team has no run limit in the final inning of the game (which must be declared the final inning, prior to the visiting team coming up to bat).
- There are no leadoffs for base runners; you must wait until contact with the ball is made first. Base runners that leadoff should be given a verbal warning. Any future leadoffs in the same game by the same player is an automatic out.
- The Infield Fly Rule (IFR): IFR is in effect when there are runners on first and second, or if the bases are loaded. In these situations, if a fair pop-up is hit that, in the umpire's judgment is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight. To invoke the rule, the umpire will loudly announce, "Infield fly" when there is a pop-up in the infield. If this occurs, the batter will automatically be out, even if the ball is not caught. Runners can attempt to tag up on any caught ball or attempt to advance if the ball is dropped (although the force place is removed since the batter is out).

#### **NOTES:**

- If the umpire does not announce "Infield fly," then the play is live with no IFR.
- IFR does not apply to foul balls.
- IFR does not apply to line-outs or fly balls in the outfield.
- Teams should do their best to ensure that base coaches are being used. All foul ball calls will be made by the umpire. All "out" or "safe" calls will be made by the umpire. The umpire has the final say and complete authority when it comes to calls made. There is to be absolutely NO arguing with an umpire. Any player that argues a call from an umpire is subject to immediate ejection and potential supplementary discipline.
- The walls, ceiling and lights are IN PLAY. A batted ball that makes contact with the dome/ceiling/lights and is caught before contact with the ground is an out. A batted ball that hits the wall/ceiling in foul territory and lands in fair territory is a foul ball. A batted ball that hits the wall/ceiling in fair territory and lands foul is considered to be a fair ball. If a batted ball hits a mesh curtain in fair territory, it is in play however if caught it is not an out (similar to catching a ball off of the Green Monster). If a batted ball goes over the mesh curtain in fair territory, it is a home run. There is a maximum of 2 home runs per team per inning. If a team that hits 2 home runs in an inning hits another home run, then that batter is out. NOTE: this limit does not apply to inside-the-park home runs.



- All balls are considered to be in play anywhere on the playing surface.
- If a ball becomes stuck behind the mesh walls (i.e. goes in a hole), goes out of play beyond the mesh curtain, or is otherwise unplayable, the closest fielder will call "Dead Ball" and the runner(s) will be awarded one extra base. There is no automatic extra base for a ball that is overthrown at first base (unless it happens to be unplayable or go out of bounds).
- A 'foul ball' pop-up behind home plate can only be caught for an out if it goes higher than 3 metres (10 feet). A ball not exceeding this desired height is considered a 'strike'.
- A base runner who is hit by a batted ball in fair territory is declared out for interference. This ruling stands even if the base runner is in contact with a base (the base is not a safe haven and is in fair territory). Any other runners on base at the time interference is called must return to their base. In addition, the batter is awarded first base, as long as the interfering runner is not the third out of the inning.

### **EXCEPTIONS:**

A runner is not out if an infielder makes a play on the ball and misplays it prior to the ball hitting the runner. This includes: intentionally or unintentionally allowing a ball to pass by, a deflection of any kind of an infielder prior to hitting the runner (NOTE: This does not include the pitcher)

If a fair batted ball touches two runners, only the first runner is out, as the ball is dead as soon as it touches the first runner

A runner is not out if they are touched by an infield fly, so long as they are in contact with a base

Please Note: if a ball is deflected off an infielder and hits a baserunner, the ball is live and play continues until the play is dead.

- The "home" team will be determined by a coin toss (rock - paper - scissors is welcome as well). In the Playoffs, the home team will be the higher-placed team in the regular season standings.
- Pinch Runners: If a player is injured but would still like to bat, a pinch runner may be used. The pinch runner must be the most recent player of the same gender who was recorded as out. The batter must still make his/her own way to first base, and if he/she goes to second or third base, then a pinch runner may not be used (Exception: if there is an error that results in an automatic extra base (i.e. ball goes out of play) then the batter may take the extra base and still use a pinch runner). Please note that this rule is meant for legitimately injured players, and should not be taken advantage of.
- Out of bounds: balls that go beyond the mesh dividers (and thus onto another field or the track) are considered to be dead. If this occurs due to an error, base runners will advance one extra base.
- Outfielders must not encroach within 6m (20 feet) of the baselines (the baselines spanning 1st and 2nd or spanning 2nd and 3rd) while the ball is being pitched to a batter. As soon as the ball is batted, outfielders may move anywhere on the field in reaction to a play (i.e. they may move towards the infield). The Rover may position themselves in the infield if they choose to.
- Only one infielder may encroach from the baseline before the ball is batted to a maximum of 5 feet in front of the baseline. All other infielders must remain on or behind the baseline until the ball is hit.



- Base paths: If a fielder is not involved in the play, they must not be in the way of the baserunner. So, if the ball is not near a fielder or is obviously not going to be thrown to them, they may not obstruct a baserunner by standing on a base or in the base path. Conversely, if a fielder is attempting to field the ball, a baserunner may not interfere with the fielder.

### **Regular Season Matches**

All regular season matches can end in a tie.

### **Playoffs Eligibility and Tiebreak**

There must be a winner in a playoff match. If the home team is trailing in the game and the current inning is not completed by the 50-minute mark, the score of the game will be the score at the end of the previous completed inning. If the home team is ahead at the 50-minute mark, the score will be taken as is at the time of the 50-minute curfew. The home team does not bat if they are ahead going into the bottom half of the final inning.

In the event that the match ends in a tie after 50 minutes (due to the score reverting back to the last completed inning OR the home team tying the game during the current inning) teams will partake in the following tie-breaker until a winner is determined:

- During playoffs, if the game is tied after 50 minutes, the game will stop at that point and teams will utilize the following format. The visiting team will start the inning by placing the last out from the previous inning on 2nd base, with 1 out. Once 3 outs have been reached, the home team will then place their last out from the previous inning on 2nd base (also with 1 out) and proceed to bat until 3 outs is reached. Teams will take turns doing this until the score is settled upon the completion of a full inning.

### **Rough Play**

Any rough or physical play will result in immediate expulsion from further league play and may result in a lifetime league expulsion. It is recognized that incidental contact between players is inevitable; however, all players should go out of their way to avoid creating an unsafe play. This rule supersedes all others.

Please note that on-site staff and umpires have full autonomy when supervising games. Games may be stopped entirely, players may be asked to leave the playing area or be removed from the game entirely under their discretion.

### **Alcohol**

There are absolutely no alcoholic beverages permitted on Stadium Sport Leagues property. Any offenders will be asked to leave the league without refund. No exceptions.