## SECOND BAPTIST CHURCH SOFTBALL RULES

We will play by ASA rules except for the following exceptions:

1. Each player must complete Registration to participate in any game. Teams may pick up players from other teams if they do not have 10 players present. The opposing team will receive 3 runs per player picked at the beginning of the game. Teams can not have more than ten players to start a game if they pick up players from another team. If a team player shows up late making the roster larger than 10 after picking up players, the pick ups must withdraw from game and runs will still be credited to the opposing team.
2. In order to qualify for the playoffs, players must play at least two games with their team. Captains will be responsible for having their players register online.
3. Players must make a commitment to participate in games and Pre Game devotional, as well.
4. All batters start with one ball and one strike count.
5. Game times will be $\mathbf{5 5}$ minutes within the scheduled hour or $\mathbf{7}$ innings, whichever comes first.
6. A team will have 10 minutes after scheduled time to secure at least 8 players.
7. Any late starts, due to a team not fielding enough players, may result in adjusted game times to stay on schedule.
8. A legal team must have at least 8 players to start the game. Co-Ed must play with at least 3 girls on the field to start a co-ed game substitution: guy for guy / and girl for girl, there will be no order as to positioning the girls..
9. Co-Ed batting sequence must alternate (i.e. man, woman, man, woman, etc.)
10. Co-Ed: The man will automatically go to second base when walked. The girl following him must bat until there are two outs. If a man walks with two outs then the girl following him will have the option to hit or walk.
11. A limit of $\mathbf{6}$ runs per inning until the $5^{\text {th }}$ inning. After that, there is no run limit.
12. Run Rule will be called after the following: $\mathbf{1 5}$ run lead after $\mathbf{3}$ innings, $\mathbf{1 2}$ run lead after $\mathbf{4}$ innings, 10 run lead after 5 innings.
13. Strike Zone- The Strike zone will be marked by a drop down plate behind home plate (17" wide by 25 " deep). Pitches must land on this plate in order to be considered a strike
14. BATS-

Bats must be ASA or USSSA certified to be eligible for play. Umpires will check certifications.
15. Infield Fly-A fair fly(not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases or first, second, and third bases are occupied before two are out. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly" and the batter is out. The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.
16. Line Drive Rule- In order to protect the pitcher, any ball hit in a line drive back to the pitchers box may result in an automatic out. It will be up to the umpire's discretion to determine if the ball was hit in a way posing danger to the pitcher.
17. Delay of Game-

Any purposeful delay of game from a pitcher or any other defensive player may result in a walk awarded to the batter.
18. RAIN OUT-

In the event of a rain out, all games will be rescheduled for a later date. If a game has already begun and is rained out during play, the game will resume where it was left off on said rescheduled date. Any game that has played at least $4 \frac{1}{2}$ innings with the home team leading by more than 6 runs, then the FLC staff has the ability to call it a completed game.
19. SPORTSMANSHIP-

Teams will be expected to conduct themselves in a respectful manner towards the officials and the opposing team. If a dispute arises between one team and the official/ opposing team, they will be granted one warning from the official. Any further dispute the official is granted the power to eject players or rule the game a forfeit for that team. ALL CALLS FROM THE OFFICIALS ARE FINAL.

