



Co-Ed Softball Rules

Revised: Nov 2017

TEAM SIZE, ROSTERS, & UNIFORMS

League format: Coed 10 v 10 (at least four females)

Team size: Teams must have a minimum of 12 players on the roster.

Teams must have at least eight players to play a legal game (at least two women). When fielding, teams will have no more than 10 players in the field (maximum of six males). All players, however, will bat.

A team with four females, should have two females in the outfield and two in the infield. If only three females, the team should have their females placed 2:1 (team's choice as to infield or outfield). If only two females, you should have one in the infield and one in the outfield.

If a team only has two females after the first inning, that team will take an out where the third female would bat. This rule would need to be brought up by the opposing team.

If a team plays with eight eight players they are not required to have a catcher.

Information about using substitute players can be found in the back of this document and also on our website under "Sports" and "Register as a SUB":

<https://playnola.leaguelab.com/page/register-as-a-sub>

All rostered players are required to wear their playNOLA-issued shirt for the games, unless other team shirts have been approved by playNOLA.

Players are not allowed to wear metal cleats/spikes.

Any equipment in question should be brought to the attention of the game coordinator and/or umpire. The game coordinator will make all final decisions with regard to equipment discrepancies.



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GAME LENGTH, TIME, & SCORING

Games will be seven innings or 70 minutes, whichever comes first.

The game coordinator (or umpire) will keep the game's time. If seven innings cannot be played in the allotted time, the referee will announce when the last full inning (top and bottom) will begin. A new inning will not begin within 10 minutes of the time limit.

(Note: Due to differing circumstances in each and every game, some games may finish short of 70 minutes in length. Please respect the referee's call in this matter. He/She must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions. See "Run Scoring Limit & Mercy Rule" below.)

FORFEITS

Teams are allowed a 10-minute grace period, but that will be taken from total game time.

If you know in advance that your team will not make the game, please inform your league coordinator/playNOLA office as soon as possible. This will allow staff to contact the opposing team to notify them of the forfeit or try to schedule another opponent for them.

BALLS, STRIKES, FOULS, & WALKS

The pitch should go between six and 10 feet above the ground.

All batters will begin with one ball and one strike. A batter with two strikes is allowed one more "free foul" ball. A foul ball after the "free foul" ball will result in an out.

No bunts. No leads. No steals.

If a male is walked, and a female follows him in the batting order, the female has the choice to also take a walk (follow-on walk) or bat. This is the female batter's choice. Umpires will enforce the follow-on upon request and will not be responsible for notifying the batter in each walk situation. This is allowed when the bases are loaded.



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BATTING ORDER & BASE RUNNING

Up to 10 players can play in the field (with two females in the infield and two females in the outfield). However, if a team has more than 10 players in total, all players will bat. No more than two males can bat in a row at any time. If a team has more males than females, the females will bat in the rotation so that no more than two males bat in a row. The order of the females should remain fixed during that game. Before the first male can bat again, the rest of the team should have already batted.

There are no designated hitters allowed. If a player is to bat, they must play at least one inning in the field. If a player only plays the field and does not bat, they will be considered an out.

RUN SCORING LIMIT & MERCY RULE

There is a 7-run limit per team, per inning through innings 1-4. If inning 4 is announced to be the final inning of the game, the runs limit is lifted. Unlimited runs may be scored in innings 5, 6, and 7.

10 run limit after 5 innings. If either team is ahead by 10 or more runs after the 5th inning, the game will be called on mercy rule.

Ties are allowed in the regular season. In the playoffs, one tie-break inning played. If there is still a tie at the end of the extra inning, sudden death will be played.

OUTS, BASE RUNNING, & FIELDING

Players are considered out by the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw-out at one of the lead bases, (4) Being tagged with a ball that is in possession of a defensive player, (5) Fouling out, (6) Caught leading off, (7) Making contact with fieler, and (8) a runner that is touched by a batted ball in fair territory.

A player *may* also be called out for throwing a bat, even if accidentally during their at-bat. Additionally, a player may also be called out for an unsportsmanlike action during the game. In this case, the player may also be ejected from the game and the facility.



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Runners may not leadoff or steal a base. Runners can leave the base once the ball is hit. If a runner leaves early, the ball is dead and the runner is declared out. If this is the third out of the inning the batter will be first up in the next inning.

Runners may tag-up on both fair and foul fly-balls that are caught for an out. A foul ball that is dropped is dead and runners may not advance.

Often, there are two bases at first base. The base in fair territory is for the fielder. The base in foul territory (sometimes orange) is for the runner. Runners may run through (and past) first base. Runners cannot run through second or third base.

Base runner to defensive player contact will be closely watched by the umpire. Any excessive contact or collision (depending on the initiator) may result in an out/safe call and/or ejection. This includes contact with the catcher. Sliding is allowed, but should not be used to break up a double play or act as interference with the defensive player. If the umpire determines the runner's slide was used in this way the runner may be called out.

The infield fly rule is in play when runners are on first and second base and there is one or two outs.

A ball is deemed out of play when: (1) The ball is thrown over or beyond the fence, or into the dugout, (2) The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence), (3) The ball becomes stuck in a tree, under a fence, etc., (4) The ball is interfered with in any way not natural to legal gameplay (stuck in team area, stolen by dog, etc.)

When the ball is deemed out of play, the base runner will be awarded one additional base.

A play is considered over where the referee calls "time" or when the runners have come to a rest and a fielder in the infield has the ball and is not attempting to make a play anywhere.

As described earlier, there may be no more than 10 players in the field, with a maximum of 6 males. If there are four females in the field, two must be in the outfield, and two in the infield. If there are three females in the field, the team can choose where to put two of them. If there are two females in the field, one must be in the outfield and one in the infield.

Once the batter has reached first base, a pinch runner is allowed if the batter is hurt. The pinch runner will be the teammate who was last out, regardless of whether it was a male or female.

Infielders must start each play in the dirt of the infield.



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Outfielders are not allowed to start a play within 30 feet of the infield dirt. (A cone or paint may denote where the 30 foot mark is.)

OTHER RULES

Where a rule is not covered above, ASA rules apply. Rulings by the game coordinator and/or umpire are final.

If you feel a clarification to the rules is necessary, please e-mail play@playnola.com.

PLAYOFFS

Playoff formats are determined by the number of teams in the league that season. The league coordinator will send out playoff details to all players during the season.

Ties in the final regular season standing are broken first by head-to-head match-ups, then by runs allowed, then by runs scored/run differential.

In playoffs games, team captains may be asked to provide line-up cards to the umpire/coordinator. Only players that are present will be listed on the card. A player that arrives late to the game will be added to the bottom of the lineup.

For the championship game, after 80 minutes (or seven innings) extra innings procedures are applied. At that point, if the game is still tied, two normal extra innings will be played. If still tied at the end of the extra innings, each team will start the remaining innings with a runner (last out of the previous inning) on 2nd base and one out. Based on the circumstances (weather, facility timing, etc. the umpire/coordinator has the authority to alter the championship game timing/format as needed.

Substitutes are not allowed in the playoffs...unless approved by the opposing team via their captain. This must be handled before the game begins. If the opposing team allows for any substitutes, the sub(s) must follow the usual sub process: waiver, form, sub fee.



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LEAGUE POLICIES

RAIN OUTS:

Any games that are rained out will be rescheduled/moved to the end of the regular season. We have built in extra weeks for rain and will attempt to make up as many of these games as possible. In some situations, a non-league day may be offered in order to make-up games. However, if for any reason we cannot make up games (i.e. scheduling conflict, field availability) we do reserve the right to end the season. At that time, more details will be provided.

WAIVERS:

In order to participate in the league, each participant must sign the waiver. A participant who registers online “signs” the waiver by completing their transaction.

SPORTSMANSHIP:

The purpose of PLAYNOLA is to have fun: MEET.GREET.COMPETE. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

To see our code of conduct policy:

https://playnola.leaguelab.com/document/994/download/PLAYNOLA_CODE-OF-CONDUCT.pdf

FIELD DIMENSIONS

All bases are 65 feet apart.

The distance between home plate and second base is ___ feet.

The distance between home plate and the pitcher’s mound is 46 feet. The pitcher’s mound intersects first/third base as well as home/second base.

An extra base may be placed next to first base, in foul territory. This is the safety base to be used by runners.

Infielders must start each play in the dirt of the infield.

Outfielders are not allowed to start a play within 30 feet of the infield dirt. (A cone or paint may denote where the 30 foot mark is.)