



**FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY**

Adult SOFTBALL RULES

Sports

YMCA OF GREATER SAN ANTONIO

YMCA Mission: To put Judeo-Christian principles into practice through programs that build healthy spirit, mind and body for all.

YMCA Pledge:

Players Pledge:

Win or Lose,

I pledge before God

To play the game as well as I know how,

To obey the rules,

And to be a good sport at all times,

And to Improve myself,

In Spirit, mind, and body.

TEAM DUTIES

1. Both teams are responsible for cleaning up their bench immediately after the game.
2. During the game, there shall be a limit of two (2) coaches on the sideline.
3. All spectators must be seated on the sideline opposite of the team and cannot stand or sit on the endline. Only cleared coaches and registered participants are allowed on the bench.
4. Coaches must stay on their sideline area only.

SPORTSMANSHIP

1. The YMCA does not keep official game scores or records.
2. Unsportsmanlike conduct of the players or coaches is not tolerated. If the behavior persists, the individual will be asked to leave the facility.
3. **Any player, coach or spectator ejected may be suspended for at least (1) game and/or may be placed on season probation. If ejected again during a program, the individual is subject to permanent removal from the program. The YMCA sports cabinet will meet to review suspensions and removal. Cases will also be reviewed by the sports cabinet for reinstatement.**
4. If the atmosphere of the game feels unsafe or the YMCAs Values are not being adhered to, the referee/umpire or YMCA staff member can end the game.
5. If a team has less than the number of required players, the opposing team will be asked to “share” players in order to play the game. We make every effort to play each scheduled game.
6. Coaches are expected to adhere to YMCA Values and are responsible for team actions.

YMCA YOUTH SPORTS KEY PHILOSOPHIES

1. Everyone must play at least half the game.
2. Coaches are volunteers. They are not paid.
3. Our focus is on fun and skill development.
4. Sportsmanship above all.
5. We promote a family atmosphere.

PLAYER SAFETY

1. To protect the safety of all players in the program, any participant wearing a cast will prohibit them from participating in YMCA games or practices. Exceptions can be made with approval from the Sports Director and documented approval from a physician.
2. Soft casts will be permitted if approved by officials.
3. All types of jewelry (earrings, bracelets, necklaces, etc.) must be removed before the game.
4. Adaptive aids are approved on a case by case basis.

PLAYING ROSTER

- The maximum number of players on the field is ten; minimum is eight. The maximum number of males on the field is six. The minimum number of females on the field is two.
- There are no substitutions in the batting line-up.
- All late arriving players may be inserted at any time. Late arrivals must be inserted into the bottom of the batting order.

EQUIPMENT

- The YMCA will provide all bases and playable balls for each game. Bats, gloves, and protective equipment are not provided.
- When a male is at-bat, the ball in play will be 12" and .52 COR/300 LB compression.
- When a female is at-bat, the ball in play will be 11" and either .52 COR/300 LB compression or .44 COR/375 LB compression.
- All bats must have the approved ASA 2000, ASA 2004, ASA 2013, or USA Softball certification mark and must not be listed on the ASA or USA Softball non-approved list. If the bat has been manufactured before 2000 or its certification marks have been worn or faded, it will be left to the sole discretion of the umpire as to whether the bat may be used.
- It is recommended, though not required, that catchers wear protective masks while behind home plate.
- Shoes are required for all players. Shoes with metal or ceramic cleats are not permitted.

GENERAL RULES

Game Format:

- Game consists of seven innings or as many as can be played in the time allotted, whichever is fewer. Games may end in a tie.
- No new inning shall begin after 45 minutes. The inning in play when the umpire declares time has expired shall be completed to determine a winner.
- The game clock will start when the umpire concludes the team pregame meeting.
- After the game is completed, teams are required to quickly clear the dugout for the next game.

Fielding

- Max infielders is 6 (including Pitcher and Catcher).
- Outfielders must remain in the grass until contact is made. If an outfielder comes onto the infield dirt before contact is made and is in any way involved in that play, all runners will be ruled safe.
- Warm-up pitching between innings is not allowed; hustle on and off the field.
- Fielding positions can be changed between players on the field while on defense, however new players may not substitute in from the bench. (Except for a pitching change, the team is short fielders, or due to an injury)
- The batting order must always stay the same despite any changes in field position.
- Fielders may occupy any defensive position, regardless of gender, provided overall roster and field requirements have been satisfied.

Pitching

- Batters will start with a one-ball/one-strike count. With two strikes, the batter has one courtesy foul. The second foul with two strikes will be called strike three and the batter will be ruled out
- All pitches must be underhand and travel in an arc between six and twelve feet.
- The pitcher must be stationary with at least one foot on the rubber prior to delivering the pitch.
- A pitch not meeting these requirements will be declared illegal with a visual and audible signal from the umpire. The batter still has the option to hit the ball. All action will stand if the batter elects to swing at the pitch.
- The strike zone, established by the batter's normal batting stance, is the area over the leading edge of home plate between the batter's back shoulder and knees.
- A pitch that contacts the plate is an automatic ball.

Batting

- All players may bat, however no more than two males may bat in a row. Females can re-hit if necessary. (For example, if a team has nine males and four females, one female would be designated in the line-up to bat twice to ensure proper ratios).
- Players bat in alternating male/female or female/male order. Male players may not bat again in the order until all female players have had an opportunity to bat.
- No bunting or slapping. Doing so will result in the batter being called out.
- Halo: The "Halo" area extends 1 foot on either side of the pitching rubber and 1 foot above the pitcher's head. A batted ball traveling through this area will result in an immediate dead ball and the batter being called out. Runners may not advance

Walked Batters

- Less than two outs – all walks are awarded one base.
- If there are two outs and a male batter is walked with a female batter up next, the male runner walks as normal (stops at first). The female batter will then have the option to walk or bat.
- If the pitcher desires to walk a batter intentionally, he may do so by notifying the home plate umpire who shall award the batter first base. No pitches are required in order to award an intentional walk.

Base Runners

- Runners must stay within established base paths.
- No lead offs or stealing bases. Doing so will result in the runner being called out.
- YMCA Softball is intended to be non-contact and all players must avoid unnecessary contact at all times.
- Runners may tag on all fair and foul balls. In tagging, the runner can leave the base as soon as the ball is touched by a member of the fielding team.
- On an overthrow, all players may advance one base. The ball is dead if it touches sideline players, spectators, equipment, or goes outside of the sideline fence.
- The umpire will call time once the ball has been returned to the infield area and all action by runners has stopped.
- No head first slides; runner may not slide head first when running back in a missed base or tag-up situation.

Infield Fly Rule:

- An infield fly is a fly ball in fair territory which, at the sole discretion of the umpire, can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied with less than two outs. In this situation, the umpire will declare "Infield Fly".
- The batter is automatically out.
- The ball remains live and runners may advance at the risk of the ball being caught.
- If the ball becomes foul, it will be treated the same as any foul.

Home Run Rule:

- The first fair batted ball hit over the fence in flight for each team will be ruled a home run. Any subsequent fair batted ball hit over the fence in flight for the same team will be ruled an automatic out.
- A ball that bounces over the fence is an automatic double.
- All balls hit over the fence must be retrieved by the team at-bat.

Scoring:

- A half inning is over after seven (7) runs are scored by a team
- Final Inning: Exception to the seven-run rule is in the final inning as announced by the umpire. Visitors will have the opportunity to score seven runs, or as many runs needed in order to gain a maximum three run advantage, whichever is greater. The home team will have the opportunity to score as many runs needed with a chance to win the game.
- The run rule will be put into effect and the game called if one team is ahead by 12 runs or more upon completion of the fifth inning (top of the fifth if the home team is ahead), or ahead by 15 runs or more upon completion of the fourth inning (top of the fourth if the home team is ahead).

Obstruction, Interference and Avoiding Collisions:

- No fielder may block the base path (obstruct) without possession of the ball. If obstructed, the umpire will award the runner a minimum of one base and any additional bases that, in the umpire's judgment, would negate the obstruction.
- No runner may impede, hinder, or confuse a defensive player attempting to execute a play. If called for interference, the runner will be ruled out and other runners returned to their previously occupied bases.
- Runners should never initiate contact with a fielder simply for standing in the basepath.
- Contact is not required for obstruction or interference. Obstruction and interference will be ruled at the sole discretion of the umpire.
- Excessive or unsportsmanlike contact will result in an immediate ejection.

OFFICIALS

- The YMCA will provide Umpires for all games. Arguing with Umpires will not be tolerated.
- There will be no disrespectful words or actions toward an umpire during the game.
- The umpire will be the official keeper of time in the game.
- The umpire shall be the sole judge of game play on the court. Their decisions are final.
- The umpire can ask coaches, parents, players, and spectators to leave the facilities to maintain a pleasant atmosphere and control of the game.
- If a coach, player, or spectator is ejected from a game, that person(s)/situation will be subject to review by the Competition Director and/or Sports Director for a potential one (1) game suspension. Should another incident occur within the same season and the same person(s), that coach, spectator, or player may be ejected from the league permanently.