

Coed Softball Rules - WITH STRIKE MAT

1. A “strike mat” will be used to determine balls and strikes. If the softball touches any part of the mat on a legal pitch (6’-12’ arc), it will be considered a strike. Pitches touching any part of the plate WILL BE considered a strike as well (Because of the small size of the strike mat and the difficulty of pitching, the SUPER SOCIAL SPORTS has increased the strike zone to include the plate to promote teams to swing more and give pitchers a larger target.) ****IMPORTANT DISTINCTION**** The strike mat is only used for calling balls and strikes. The strike mat is not home plate. Therefore, when a runner is trying to score, he or she must touch home plate in order to score. If he/she touches the strike mat and not home plate, and then is tagged, the runner will be tagged.

2. All batters will start with a one ball, one strike count.

3. If a male is walked, and a female follows him in the batting order, the female has the choice to take a walk or bat. (Exception: *****if the bases are loaded (at the time a male is at-bat) and a male is walked and a female follows him in the order, that female must bat.**) Umps will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation.

4. A batter is allowed 3 fouls. The batter is out on the third foul. Foul balls do not count as strikes.

5. All games are seven innings or one hour (warm up time included); the last inning will start 10 - 15 minutes to the hour. The ump will enforce this rule and will make the call at the top of the final inning. If a game is tied at the end of seven innings, extra innings will be played only if there is time. If there is not time (at least 10 minutes left in the hour), the game will end in a tie. Note: Due to differing circumstances in each and every game, some games will finish short of an hour in length, while others might run over the hour mark. Please respect your ump’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.

6. 10 players (at least 4 females) in the field at all time. (THERE ARE NO POSITION REQUIREMENTS of any players, i.e. there need not be 2 females in outfield and 2 in the infield) SUPER SOCIAL SPORTS rules will allow a team to play with a minimum of 8 players (at least 2 females). If only 2 women are present at game time, each woman must bat twice in the first 10 batters. If a team has less than the minimum required number of players it is up to the opponent and/or umpire as to what is allowable.

7. Teams may bat more than ten players; however, these teams must bat the same ratio (2 to 1) of men and women. In situations where additional players wish to bat, the line up must come as close to a 2 to 1 ratio as possible, even if some women need to bat twice in the batting order. *****Men CANNOT bat twice in the lineup to achieve a 2-1 ratio if a team plays with more women than men.** Prior to game time, ask your ump for a scoresheet. Line-ups must be given to the ump for every game.

*6 men 2 women (**one** batting twice) *If playing with the minimum # of people

8. All players in the field must be listed in the batting order. There are no designated hitters allowed.

9. There are no guy-girl batting order rules other than the **2 to 1** ratios and the scenario discussed in rule #6. (i.e. You may bat 6 men followed by 3 women or vice-versa)

10. Game mercy rule: 10 runs up after five complete innings (The home team will always get their last at bats).

11. ***Inning run limit rule: There will be a 7 run limit per inning during innings 1-4. (Exception : unlimited runs may be scored if one of the innings 1-4 is declared the final inning of the game.) Unlimited runs may be scored in innings 5, 6, and 7, or in any extra innings.

12. No leadoffs or stealing allowed. Runners may leave the base once the ball crosses the plane of the plate or is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.

13. Games start on time!!! Teams must be prepared to play.

Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players (8 total-2 females) at ten past the designated start time, the team that is short players will forfeit. If however, the opposing team wishes to allow the team to play with less than the minimum amount of required players, the game may be played as an official game. The umpire must be notified by the opposing team that they would like the game to be played as an official game.

14. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the monitor) interference with the defensive player will result in the runner and the batter being called out.

15. NO METAL SPIKES ARE ALLOWED.

16. A foul ball above the batter's head may be caught for an out.

17. All thrown balls are deemed out of play when:

- The ball is thrown over the fence
- The ball is thrown beyond the fence
- The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence).
- This imaginary line applies to overthrows and caught fly foul balls.

- If the ball is overthrown and hits the fence behind the 1st or 3rd base lines but does not travel out of play, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
- On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more base. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

18. On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.

19. All outfielders must remain behind the chalked and/or coned “outfield line” (*if applicable - consult with your ump before your game to determine if this rule is enforced at your particular league*) when a female is up to bat. In most cases the “outfield line will be determined by where the infield dirt meets the outfield grass. If the “line” is not clearly marked it is up to the umpire’s discretion if an outfielder is too close to the infield. There cannot be more than 7 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base.

20. In certain facilities a home run rule may apply. (*consult with your ump and/or SUPER SOCIAL SPORTS*)

21. 5 innings will be considered a complete game.

22. If a game is called due to weather, and less than 5 innings have been played, the game will be restarted from the beginning.

23. If a game is called due to darkness, and less than 5 innings have been played the game will resume from the exact point at which it was stopped. i.e. same count, same batter, same base running situation

24. The Super Social Sports Club reserves the right to change or modify these procedures on a case by case basis, if necessary.

staff person to determine if a rule is in effect at your particular league.)

LEAGUE

GAMES:

During the regular season games are to be played within time allotted (warm up time is included).

UMPS:

An umpire will be provided by the SSS to supervise the game. It will be the umpire’s

responsibility to coordinate and run the games, which include the following tasks:

- Starting games on time.
- Calling outs, making final calls on any disputed balls or strikes.
- Settling all disputes or disputed calls.

It is understood that umps will assist in the tracking of the score (i.e. Announcing it between innings) and assist in any discrepancies with regards to the coed line-up ratios. However, it is the responsibility of both teams to maintain their respective line-ups and scores each inning.

FORFEITS

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of three games and warning issued.

Second Offense: Three losses and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

Teams have until ten minutes past the designated start time to field a full squad. If at that time one team is unable to field a full team (minimum number of players required according to the rules), it will be up to the staff and the opposing captain to determine what is allowable. The full team could also have the opposing team play with the ghost rule if they so choose.

STANDINGS:

The updated standings will be posted weekly, displaying each teams rank within its skill level. Rank is based on winning percentage.

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused any policies are eligible). In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with SSS league coordinator to see if this applies to your league.

Playoffs are single elimination.

Matches are best two out of three format with each game to twenty-one. Teams must win by two with a cap at twenty-three.

Seeding: Teams are seeded according to winning percentage and strength of schedule.

-Speed scoring rules still apply during the playoffs.

-Teams may play more than one match per day.

If a team does not have a full squad (minimum number of players required according to the rules) by ten minutes past the designated start time, they will forfeit the first game of the match. At twenty minutes after the start time the match is over (per staff and opposing team's captain request).

Any questions regarding policies, rules, or eligibility must be addressed before the start of the match.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a SSS staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by SSS staff are considered final.

SPORTSMANSHIP:

The idea of SSS is to have fun. 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.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules,

policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be canceled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SSS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. Make sure and check with the social club at 512-487-1492. If the league is canceled, SSS staff will call all of the captains and post a message on the website. If a league is canceled on site, SSS staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is canceled teams should follow the April 20 schedule for their next game). The games that are canceled will be made up at the end of the season if time allows. In extreme circumstances, SSS reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.

PRIZES/ T-SHIRTS:

Each team will receive one shirt for every paid player on the roster. Rosters will be considered final by the second week of the league and used for distribution of T-shirts.

The shirts will be handed out at the sponsor bar during the season. Please look for the announcement at the league designating which nights the shirts will dispensed. Those teams unable to pick up their T-shirts at the sponsor bar may arrange for another member of the team to pick up their shirt.

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.