

ACOE Co-ed Slow-Pitch Softball Tournament Rules

Revised 2/16/18



Official ASA Co-ed playing rules will be used except where changes are noted in these rules.

I. Equipment/Attire

2A. Athletic shoes are required. **Metal cleats are not allowed.**

2B. **Each team shall furnish all team equipment necessary for each game.**

2C. **Players are required to wear same-color jerseys** (These will be provided by your team sponsor).

2E. **Each team is responsible for supplying game balls. ONLY 44 core balls will be allowed.** Teams will be responsible for retrieving home run and foul balls.

2F. Bats - for safety reasons, we will follow the ASA policy as stated on <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment>:

1. The Official bat must bear **either** the ASA approved 2000 certification mark, **the ASA 2004 certification mark** as shown below, or the **ASA 2013 Certification Mark** as shown below and must not be listed on an ASA Non-Approved Bat List with Certification Marks, **and**



2. must be included on a list of approved bat models published by the ASA National Office; or
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect. This includes Wooden Bats

II. Player Eligibility

4A. All teams must have filled out the registration form from the ACOE.

4B. All participants must be on the team's roster.

III. Team Rosters

5A. Each team roster must consist of a **minimum of 10 and no more than 20 players.**

5B. Each team shall have one Coach, the Coach will be responsible for the team.

The Team Coach must ensure that:

a. All team players must bat in the same order.

b. Only the Coach may request a conference with the umpire to dispute calls.

5C. **Each team Coach must submit a completed ACOE roster prior to the start of the game.**

IV. LINE-UPS / GAME TIME

6A. The second team named on the schedule designates the home team that will occupy the 1st base bench.

6B. Line-ups: **7 men 3 women...less than 2 women will result in 1 out being taken. At least one (1) female must be on defense.**

6C. Batting Order: **Teams may bat all their players. Women will bat in the 4th - 6th & 8th spots in the batting order.** All team players must bat in the same order each time through the line-up. **1 courtesy runner per inning per gender. Each batter will start with a 1 and 1 count and will get a courtesy foul. Women have the option to walk behind the men with 2 outs**

6D. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after **55** minutes of playing time.

6E. Mercy Rule: If four (4) innings have been played (3 if the home team is ahead) and one team is leading by twelve (12) runs or more, the game shall be called; also 10 runs after 5 innings.

6F. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.

6G. All batters shall assume a one-ball, one-strike count when beginning their at-bat.

V. Defensive Positions

7A. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. **At least one (1) female must be on defense.**

VI. Substitutions

8A. A female may only substitute for a female in the batting order, a male for a male.

8B. Teams may substitute freely on defense each inning.

VII. Regulation Games

9A. Regulation games last 7 full innings or 55 minutes whichever comes first.

9B. In the event of a tie score at the end of the 7th inning or 55 minutes (whichever comes first), extra full innings shall commence until a winner is determined. In the event a game goes into extra innings, each team will begin their half inning with a runner on second. This runner must be the last person who batted in the prior inning.

VIII. Running

10A. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

10B. Leading off base and stealing are not allowed. A runner off of his/her base when the ball is pitched is out.

10C. After a batted ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base only.

10D. In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a teammate's over-the-fence home run or walk, all bases must be touched in order. If not, the opposing team may appeal to the umpire that the player missed a base and the player will be declared out. If that player scored on the play, that player's run will not count. If that is the third out of the inning, all other runs scored by players touching all bases in order will still count.

10E. No blocking the plate (runner gets priority)