

CO-ED SOFTBALL BY-LAWS - updated 8/20/15

1. The purpose of the CO-ED program is to provide FUN - SO HAVE FUN!!
2. The current ASA guide will govern play with the following modifications:
 - A. **OFFENSE** - every player present bats and must be listed in the batting order presented to the scorekeeper. Batting order must rotate male/female or vice versa. For example, if 15 players are present, 9 female and 6 male, the batting order would be: F1, M1, F2, M2, F3, M3, F4, M4, F5, M5, F6, M6, F7, M1, F8, M2, F9, M3, F1, M4, F2, M5, etc... some males would bat twice before some females bat once. **NOTE: A FEMALE PLAYER ALWAYS FOLLOWS THE SAME FEMALE AND A MALE PLAYER ALWAYS FOLLOWS THE SAME MALE.** A player not present at game time may be inserted at the bottom of the batting order but cannot disturb the male/female rotation.
 - B. **DEFENSE** - 5 males and 5 females constitute a normal defense. It is recommended that each team use 2 male & 2 female outfielders, 2 male & 2 female infielders, a male pitcher and a female catcher.
 - C. Free, defensive substitution may be used.
 - D. Metal spikes are not permitted.
 - E. Stealing is not permitted. Sliding is permitted.
 - F. On any walk to a male batter [intentional or not, the male batter automatically go to 2nd base] the next batter, a female, has option of automatically walking or hitting. The decision must be made BEFORE entering the batter's box.
 - G. All outfielders must have **BOTH FEET** behind the restraining line until the pitched ball reaches home plate. Violation is a dead ball and a ball on the batter. Base runners remain on base occupied before violation. (When only using only a Men's 12inch Ball) *** RULE 2-G is voided if the league uses both a Women's (11inch ball) and a Men's Ball (12inch ball) ***
 - H. All batters will use a 1 and 1 count, with NO grace foul ball.
3. All CO-ED games will be played under a 1:15 time limit. **No new inning will start 1:15 after the games first pitch.** The team leading when time expires shall be the winner regardless of number of innings completed - home team will receive an at-bat if needed. Tie games will be continued until a winner is determined.
4. Any team leading by ten (10) runs after 4 ½-5 innings or twenty (20) after 3 ½-4 innings of play shall be declared the winner and that game is complete.
5. **PRE-GAME INFIELD:** Will be permitted only if games are running ahead of schedule. Teams may split the time available. **NOTE:** Teams scheduled for the first game of the evening may take infield with the visiting team to start twenty (20) minutes before game time and the home team to start ten (10) minutes before game time.
6. The team with the best win/loss record in each league shall be the league champion and will be awarded a Sponsor Trophy. Ties will be broken based on head-to-head competition with the teams tied. If needed, a single game playoff will be held to determine the league champion. If more than two teams are tied, first round opponents will be determined by a draw.
7. **GAME TIME IS FORFEIT TIME.** A team may start or finish a Co-Ed game with eight (8) legally rostered players. A team must have at least four (5) of one gender and four (3) of the opposite gender to begin batting or to take the field for defense. A team with less than 8 players shall forfeit. Games may be played w/ 5 males and 3 females.
8. Each league game will start with two (2) softballs. A team causing a softball to go out of play is responsible for that softball.
9. A ball that first touches in fair territory, then bounces out of any field's outfield opening will be declared a ground rule double providing a nearby defensive player raises a hand and DOES NOT PLAY THE BALL.
10. The fitness of the field(s) for play shall be determined by the umpire(s). If a game is canceled because of inclement weather all subsequent games on that field are also canceled. If it rains or if there is lightning during a game the umpire(s) shall suspend play for 30 minutes before determining if the field(s) are playable. 4 ½-5 innings shall constitute a complete game, regardless of score, if terminated because of weather, tie games excluded. All other games will be resumed from the point of suspension.
11. Each team is allowed one (1) over-the-fence home run per game. Any excess home runs shall be ruled a single.
12. Only two (2) pitching changes can be made per inning.
13. **All players must use ASA certified bats!**
14. Teams may use a courtesy runner. The last batter, (of the same gender who is not on base), scheduled to bat may replace the original base runner. A player may be a courtesy runner only once each inning. If a courtesy runner is on base and is due to bat, the courtesy runner must leave the base to bat and an out will be charged to that team.
15. All players must be properly registered as stated in the Department's Code of Conduct, by agreeing to the Player Waiver and Release Agreement. Each scoring facility will have an up-to-date list of registered players. Managers should consult this list **BEFORE** each game.
16. If a game goes into extra innings, teams will start with a runner on 2nd base. (Last made out) Male or Female

ADULT SLOW PITCH BY-LAWS – Updated 8-22-2015

ALL MANAGER'S ARE RESPONSIBLE FOR HIS/HER TEAM'S ADHERENCE TO THE FOLLOWING:

1. All players must be properly registered as stated in the Department's Code of Conduct, by agreeing to the Player Waiver and Release Agreement. Each scoring facility will have an up-to-date list of registered players. Managers should consult this list **BEFORE** each game.
2. It is the manager's responsibility to submit his/her team's line-up card, including First and Last names, to the official scorekeeper **FIVE (5) MINUTES BEFORE SCHEDULED GAME TIME**. Failure in this regard may result in forfeit. *(TURN IN YOUR LINE-UP EVEN IF YOU ARE SHORT A PLAYER OR TWO)*
3. It is the manager's responsibility to have his/her team ready to begin play at the scheduled time. Failure in this regard may result in forfeit. **GAME TIME IS FORFEIT TIME.**
 - A. A team may start any league game with eight [8] players. Eight players must be present to begin batting or to take the field for defense. If you only have 8 player the ninth spot in the lineup will not be counted as and out. A 9TH and 10th player may be added at any time at the bottom of the batting order. An 11TH player **cannot be added** to the line-up.
 - B. If a team begins play with a legal number of players in the lineup, that team may continue a game with one less player in the lineup. Games can begin with 8 or more players.
 - C. Once a spot in an 11 player lineup is vacated, it **CANNOT BE FILLED** and is passed over each time it appears. (This is not cause for an out in Marshall.) However, if extra players arrive when your line-up is at 8 players they **must** be inserted into the line-up immediately. (Up to 10 to players)
4. Motorized vehicles must remain in parking lot.
5. The Marshall Recreation Department follows the current edition of the American Amateur Softball Association Official Rules of Softball. Below are some rules that may differ from this rule book but are in effect in all Marshall Leagues.
 - A. All Starting and Relief Pitchers will receive 1 minute to throw 3 warm-up pitches before their 1st pitch each inning.
 - B. A ball that first touches in fair territory and then bounces out of any field's gate will be ruled a ground rule double providing a nearby player raises a hand above the head and **DOES NOT PLAY THE BALL**.
 - C. Any player who throws a bat that could directly or indirectly jeopardize the safety of players, umpires or spectators may be removed for the remainder of the game.
 - D. Any team leading by ten [10] runs after 4 ½-5 innings of play shall be declared the winner.
 - E. Any team leading by twenty (20) runs after 3 ½-4 innings of play shall be declared the winner.
 - F. Metal cleated softball shoes are not permitted in any league in Marshall.
 - G. A game called by the umpire(s) because of darkness or poor weather shall be complete after 4 ½-5 innings. If less than 4 ½-5 innings the game will be continued on a later date.
 - H. All leagues play under a one hour & fifteen minute (1:15) time limit. No inning shall start after the time limit has elapsed. The team leading when time expires shall be the winner regardless of number of innings played. **TIE GAMES WILL BE PLAYED UNTIL A WINNER IS DETERMINED. Home team gets last bats, if necessary.**
 - I. Double Header Men's Leagues are permitted 7 over-the-fence home runs per team, **PER GAME**. Any ball-hit over-the-fence in excess of the limitation shall be a single. Single Game Leagues 5 home runs.
 - J. All homeruns must be over the fence.
 - K. Jewelry, plastic & metal headwear, and bandannas are not allowed. Exception: Plain wedding bands, and taped down medical alert tags. Exposed knee & ankle braces must be covered.
 - L. There will be no stealing of bases or advancement of runners on pass balls.
 - M. Each slow pitch team may roster a maximum of twenty [20] players.
7. **PRE-GAME INFIELD:** Will be permitted if, and only if, games are running ahead of schedule. Teams may split the time available. **NOTE:** Teams scheduled for the first game of the evening may take infield with the visiting team to start 20 minutes before game time and the home team to start 10 minutes before game time.
8. **INCLEMENT WEATHER LINE 269-558-0355:** After 4:30 p.m. on weekdays and after 12:00 noon on Sundays the Marshall Recreation Dept. shall determine the fitness of the field(s) for play. If it rains or if there is lightning during a game the umpire(s) shall suspend play for 30 minutes before determining if the field(s) are playable. 4 ½- 5 innings shall constitute a complete game, regardless of score, if terminated because of inclement weather. If less than 4 ½-5 innings have been played or if the score is tied when the game is suspended, the game shall be resumed from the point of suspension on a date to be determined by the Recreation Department. **NOTE:** A regulation game reverts to the last **COMPLETE** inning.
9. **POSTPONED GAMES:** Shall be rescheduled by the Marshall Recreation Department and teams will be properly notified. Every attempt will be made to make-up games on a team's regular day of play, but it may be necessary to play games on other nights.
10. **LEAGUE TITLES:** League champions will be determined based on League win/loss records. **The team with the best League win/loss record will be declared the league champion. Ties will be broken based on head-to-head competition between the teams tied. If your league is playing another league and the League record and head-to-head record do not break the tie, the "overall" record will be used to break the tie. If this fails to determine the winner a single game playoff will be held.**
11. The Marshall Recreation Department will **NOT** supply Band-Aids, tape, gauze, or any other type of first aid equipment. Teams are encouraged to provide appropriate materials for administering to minor injuries. Refer to Official A.S.A. Rules for opened wound injuries!
12. The A.S.A. Approved bat rule will be in affect. Identification of bat must be legible and match a bat listed on the A.S.A. approved bat list. If a batter is discovered to have used an illegal bat before the next pitch to the batter, an out will be called on the batter and the bat removed from the game. Some previously approved bats have been banned. Please check www.masasoftball.org for more information on bats and if and how the bat can be re-certified.
13. **All Leagues will start with a 1 and 1 Count, with no grace foul.**
14. Player registration: If a player knowingly plays without registering and paying the players fee, said player will be suspended for the remainder of the season. If player, lets the other team know he/she is not registered and the game is a forfeit, player will not be suspended. (Bottom line, make sure all of your players are paid and registered.
15. Men's Leagues will hit their own ball. All softballs will have to have the ASA stamp and have .300 compression and a 52 core.
16. NO ALCOHOL @ the Marshall Athletic Fields!!!! If caught with alcohol at the Marshall Athletic Fields, result will be automatic two (2) game suspension.