



BENCHWARMERS SOFTBALL COMPLEX

Wednesday Co-ed League
v2.1



- Playoff roster waiver needs to be set by week 5. No roster changes after five weeks.
- Only players listed on the official team roster are eligible to participate in playoffs. No exceptions.
- When make up games are posted you're expected to play that night posted or forfeit.
- If rain occurs and cancels game in play—
Before 5 innings the game is incomplete. Scores are wiped out and the game is replayed from scratch on the rescheduled date. After 5 innings the game is official, the score stands as final. If tied past this point, the game suspended to finish on the rescheduled date.
- Six men/four women to start the game unless both teams agree.
- If you don't have enough players to start, both teams must agree on substitutes.
- Teams will provide their own 52 core balls. Game balls MUST be yellow & 52-275 or 52-300 stamp must be visible for the ball to be used.
- One & One Count: None to waste.
- You must have at least one woman in the outfield on defense.
- No more than two men batting in a row.
- Home Run Limit: Three – after that, they are outs.
- Pitching Arc: between 6 & 10 ft. Pitchers may start & release the ball up to 6 feet behind the rubber but must remain within the width of the rubber.
- Mercy Rules: 20 after 3; 15 after 4; 10 after 5. No run limit per inning
- Pitches will be called after they hit the mat or ground.
- ASA/NSA/UTrip bats are legal. You must be 50 or older to use the senior bat.
- Men walk before a woman; they go to 2nd. With two outs, the woman has the option of batting or going to 1st.
- Co-Ed line will be enforced.
- Courtesy Runners: One runner per gender, must be the same gender. No last out, if a player is on base as a courtesy runner when it is their turn to bat, they forfeit that at bat which will be counted as an out. You may run for the same person again in the same inning.
- International Tiebreaker Rule: Last out at 2nd with one out. No substituting for the runner.
- No steel spikes.
- One hour time limit. Five minutes between games.