

PEMBROKE ADULT (30+) CO-ED SLOWPITCH SOFTBALL LEAGUE

RULES AS OF 1-April-2024

See end of rules for change log.

ELIGIBLE PLAYERS:

All players must be 30 years of age or older by the season opening game.

New players will be required to show proof of age to team manager.

Teams are fully rostered at 14 and can have a maximum of 18 players on their roster at managers discretion.

ALL players are required to sign a release of liability waiver before participating.

ROSTERS:

Team Rosters are posted to the League Website, and will be used to verify for Playoff eligibility.

EQUIPMENT:

Bats

All players must use an ASA/USA approved bat with at minimum the ASA/USA stamp (the bat can be USSSA approved AND be ASA/USA approved).

If any player utilizes a non-ASA/USA approved bat, they will be called as an out.

Balls

PASSL will provide the game balls. Each team will be given 2 dozen to start the season

Gloves

Players are required to provide their own ball gloves. Every player in the field MUST have a ball glove.

Sneakers/Cleats

Proper shoes are required for all players. Players are not required to wear cleats or spikes. Metal spikes are prohibited. Players may not play in sandals or open toed shoes.

FIELDING:

Teams can field a maximum of 10 players.

If a team fields the maximum 10, the ratio of male to female players must be no more than 7 male players and no fewer than 3 female players.

If a team cannot field ten players, they are permitted to play with as few as 8 players.

The minimum number of women players is two.

If a team has only two women, they are only allowed to field nine players (7 men/2 women) and both women must play fielding positions (Not Catcher and with at least one in the infield).

All players must play a minimum of 2 innings in the field per game

A substitute player can enter the game at any time

If a woman is removed from the game, another woman must replace her in the field

The Infield Fly Rule is in effect. A batter is automatically out if a pop-out is called in the infield by the umpire with runners on 1st and 2nd base. No runners are to advance.

FORFEITS:

If a team is unable to field the minimum number of players by the scheduled game start time (2 women, 8 total players) the game is considered a forfeit.

BATTING:

All players in attendance must be listed in the batting line-up.

Players cannot skip at-bats

Each Batting Line-up will have an order of at least Guy-Guy-Girl all the way through the lineup. The maximum male batters in a row is 2. Teams are allowed to have line up with Guy-Girl-Guy-Girl. Coaches will have men on one page of the scorebook and women on the other. If a team needs to have a player bat twice before getting all the way through the order to keep the guy-guy-girl order in place, that's what they will do.

Batting orders do not reset at each inning, and progress through the innings. If an inning ends with the last 2 batters as Guy-Guy, the next inning will start with a Girl

Batters receive 1 courtesy foul after the count has 2 strikes.

A second foul ball after a 2 strike count will result in a strike-out

Batters will not throw the bat at the catcher for any reason.

First time the ump will call an out.

Second time the player will be removed for the rest of the game.

BUNTING

Bunting is NOT allowed.

No turning and bunting or drag bunting. If a ball is swung at and lands in play, it's a live ball. If somebody purposely bunts the ball, they are out (Determined by the Umpire).

COURTESY/SUBSTITUTE RUNNERS:

At the sole discretion of the umpire(s), courtesy runners may be allowed for players that are injured during the game. Substitute runners will not be permitted for any other circumstances.

The last player that made an out must act as the substitute runner, and a male must replace a male runner, and a female must replace a female runner UNLESS unavailable (already on base). In that situation, the last player to make an out will substitute.

LEADING:

Leading is not allowed. Batters are permitted to begin advancing to the next base when the pitched ball hits the bat.

SLIDING:

Sliding is allowed.

Hard sliding is not. In short, don't take anybody out/don't be a jerk.

Umpires will determine if a slide was considered hard or unnecessary, and jeopardized a player's safety. If considered hard, the player will be called out.

Runners should move out of the running path if already out and not interfere with fielding throws.

HOME RUNS:

Teams are allowed a maximum of 2 home runs per inning, EXCEPT for the final inning which will have NO LIMIT to the number of HRs allowed.

Each subsequent home run will be considered a DOUBLE, EXCEPT at the High School Varsity field which will be considered a SINGLE.

Players are to run bases after a homerun or will be called an out.

Middle School Field: The grass line at the base of the woods is considered the home run line

High School Fields: The fence line is considered the home run line

The UMPIRE makes the determination of a Home Run.

HOME/AWAY:

The home team is pre-determined by Pembroke Softball and will be noted in the schedule posted to the League Website.

PITCHING:

The legal pitch arc is 6' – 10' (considered "Low Arc"). Pitches that are too low or too high will be called "illegal pitch" by the umpire and are automatically balls.

The pitch is live and can be put into play by the batter.

If the batter swings, the "illegal" status NO LONGER applies. (If the batter swings and misses it is a strike.)

No quick pitching is allowed. The pitcher must allow the batter a chance to get set or reset. The umpire will stop play if a pitcher is not allowing the batter time to set and will issue a warning. Repeated warnings may result in ejection.

Once a batter is set in the box, the pitcher may pitch.

If the pitcher walks a male batter, and a female batter is next to the plate, the female batter will have the option of batting their turn, or taking 1st base. If 1st base is taken, runners move up a base if forced.

FIELDER INTERFERENCE:

No fielder may be in the runner's path without the ball.

A fielder may enter the runner's path in an attempt to catch a throw. A legitimate attempt to make a play will not be considered interference.

If the fielder does have possession of the ball, the runner must make every effort to avoid a collision with that fielder. If, in the opinion of the umpire, the runner did not "give themselves up" and a collision occurs, the runner is ejected.

COMMIT LINE:

A special line will be marked on the third base line. Once a runner passes that line, regardless of whether they attempt to return to 3rd base or not, the play at home plate will be considered a force play, with no tag required (similar to a play at 1st base from a batted ball).

The fielder cannot stand on home plate or in the runner's direct running path unless they are already in possession of the ball. If the player covering home (catcher, pitcher, etc) is deemed to be "in the way" by the umpire, the runner is automatically safe, a dead ball is called, and if any collision occurs, the fielder is ejected.

For all plays at home plate, any fielder (catcher, pitcher, etc) that is standing in fair territory is, by rule, not impeding the runner's path.

STANDING ON HOME PLATE WITHOUT THE BALL IS INTERFERENCE

Similar rules apply at first, second, and third base. Any player not attempting to make a play cannot stand on the base or directly in the runner's path. If the fielder does so, and a collision ensues, that player is automatically ejected.

SCORING:

The maximum runs a team can score in an inning is 10, with the exception of the final inning, which allows an unlimited number of runs. There is no mercy rule.

Example:

If nine (9) runs have scored in an inning, and a ball is hit with players on base, only one (1) additional run will count regardless of whether or not multiple players cross home plate. If a home run is hit, the maximum is still one (1) run (with the exception of the final inning)

OFFICIAL GAME:

A game is considered "OFFICIAL" once four (4) full innings have been satisfactorily completed.

This means that four (4) full innings have been played and the visitor is ahead, or 3 and 1/2 innings have been played and the home team is ahead.

A game is considered "COMPLETE" when seven innings have been satisfactorily played.

This means that seven full innings have been played and the visitor is ahead, or 6 and 1/2 innings have been played and the home team is ahead.

If a game is tied at the end of seven (7) innings AND, in the opinion of the official it is permissible, an eighth (8) inning may be played.

If a game is halted because of weather, field problems, injury, etc., and less than four complete innings have been played, the game will be restarted from the beginning at a day/time determined by the League Board and the Team's Managers.

A game can be called short if the official calls last inning (due to weather for instance), and the game is over.

If a game is halted after four (4) complete innings, but less than the mandatory seven (7), the game will be restarted at the beginning of the half inning in which it was stopped.

PLAYOFFS:

Existing league rules will apply

Standings will be posted to the League Website during the season and will determine seeding.

Seeding will be based on the following:

Wins/Losses then if a tie - Point Differential and then total runs scored.

Playoff game schedules will be posted to the League Website

In the first round:

The 3rd seed will host the 6th seed

The 4th seed will host the 5th seed

The 1st and 2nd seeds will have a playoff BYE and will play a scrimmage In the 2nd round:

The 1st seed will host the lowest remaining seed (3rd through 6th)

The 2nd seed will host the highest remaining seed (3rd through 6th)

The 2 eliminated teams can play a 7 inning scrimmage

Immediately following the 2nd round games, the 2 remaining teams will play for the Championship.

The highest seed will host.

CHANGE LOG:

040124 Changes –

- Eligible players to be 30 by season opening game.
- New players required to show proof of age to team manager.
- No throwing bats at catcher, 1st offense an out & 2nd offense out of game.
- Varsity field limited to a single after 2 HRs in any inning but the last.
- Players have to circle the bases after a HR or will be an out.
- Playoff seeding clarified in case of tie.