

SFMSA Adult League Playing Rules/Exceptions

All USA Softball Rules apply with the following League exceptions that are effective in 2021:

- **Time Limit:** All games have a time limit of **65** minutes.
- **Grace Period** of 15 minutes from the start of original game time.
When utilized, the Grace Period is part of the 65-minute game.
- **Mercy Rule** is now **15** runs with the following scenarios:
Drop Dead at 60 minutes when one team is ahead 15 runs; or
after 5 innings of play (4 1/2 if the home team is winning),
whichever comes first.
- **Bats** – **COMPOSITE** bats can only be used in the 'Open "C" divisions. These bats are to be checked in accordance with the USA Softball Bat Guidelines. **All** bats must bear the ASA or USA Softball certified logos and must be on a list of approved bat models published by USA Softball; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the USA Softball Bat Performance Standard. This includes wooden bats.
Bats on the USA Softball Non-Approved Bat List with Certification Marks **cannot** be used.
- **Courtesy Runners (CR)**
 - 1) Anyone on the line-up card (including substitutes) can be the CR.
 - 2) CR must be of the same gender in the Co-Ed games.
 - 3) Only 1 CR per ½ inning.
 - 4) If a CR is used and is on base, and his/her turn is up to bat: Remove the runner from the base and an out is to be declared. The removed runner will now take his/her turn at bat.
 - 5) The batter-runner must reach first base or subsequent bases on their own before a courtesy runner can be granted. The courtesy runner must be put in promptly. He or she has up until the next pitch, legal or illegal is made.
- **Modified Co-Ed**
 - 1) A team shall consist of 10 players, 6 men and 4 women. When using EP's, ratio must be 7 men and 5 women.
 - 2) Teams may **not** use the ratio of 5 men and 5 women, or 6 men and 6 women if using EP's.
 - 3) When playing shorthanded, ratio shall be 6 men and 3 women or 5 men and 4 women. The missing spot in the lineup will be an automatic out.
 - 4) When a team starts with 9 players and a player arrives late, he/she may enter the game immediately in the last spot in the batting order.
 - 5) A team may not bat 3 males consecutively. An automatic out is declared each time when the 3rd male comes up to bat.
 - 6) "M" and "F" needs to be marked on the lineup card next to their name.
- **Line-Up Cards and Result Sheet**
 - 1) Must indicate the starting and ending times of each game on the top left hand corner of the line-up card.
 - 2) Complete the line-up card with the correct score and winner.
 - 3) Note any ejection, protest, forfeit, and suspension of game information on line-up card and Result Sheet.
 - 4) Transfer all correct information to Result Sheet.
 - 5) Take a picture of Result Sheet for your use when making your report.

- **Suspension of Game:** You must record the following on the Line-up Cards and Result Sheet:
 - 1) Scores
 - 2) Which team is ahead
 - 3) What inning when the game got suspended
 - 4) Which batter is up to bat
 - 5) How many outs
 - 6) Runners on and which bases
 - 7) How much time is left in the game

- **Bases, Mat, Scores**
 - 1) Umpires no longer need to call the scores into me (Assigner)
 - 2) Umpire no longer need to pick up the mat or bases.

- **Score of a Forfeited Game**

Score of a forfeited game is 7 – 0 regardless of what the score is at the time of forfeit.
Winner = 7 Loser = 0