

COSIS Rules and Regulations 2026

Official Softball Players Association (SPA) rules will be followed except for the following exceptions, modifications and clarifications. **Red** portions added or modified for 2026.

Field of Play

1. 60' bases
2. Pitching rubber placed at 50', the pitcher's box extends 10' behind the rubber and is the width of the rubber.
3. Strike mat and scoring plate will be used. A base runner must touch the scoring plate to score.
4. Commitment line or cone between third base and home.

Game

1. Games will consist of 9 innings.
2. The defensive team will stay in the field for 6 outs. At the end of the first three outs the bases will be cleared and the next inning will start.
3. A maximum of 9 players on defense. Managers may adjust the defense as they see fit.
4. Batters will start with a 1-1 starting count and get one free foul.
5. Every player appearing for a game will be placed in the batting order. Managers must post the team batting order prior to the game starting. Any player needing a courtesy runner must be indicated prior to the game starting. **Failure to do so will result in the courtesy runner being declared out.**
6. Free substitution will be allowed on defense.
7. After the first inning every new inning starts with a runner on second. That runner is the player that batted when the last out was made in the previous inning. No sub will be allowed until that runner reaches third base. An injured player with established courtesy runner needs may use a substitute runner to start any inning after the 1st.
8. No infield fly rule.
9. There will be a 5 run limit for the first 8 innings. The 9th inning is an unlimited run inning. There will be a 75 minute time limit on all games. If the game is tied at the end of 9 innings and time remains on the clock, an extra inning will be played to try to break the tie. If time has expired, the Shootout Rule will take place before the tied teams next scheduled game. (See Shootout Rule explanation)
10. Any player that is injured during the game and the injury prevents them from running bases will be granted a courtesy runner. **Each courtesy runner may run up to three times per game in a nine inning game.**

11. The pitcher shall take a position with one or both feet in contact with the pitcher's plate or one foot within the pitcher's mat. The pivot foot must remain on the pitcher's mat until the ball is released.

Ground Rules

1. Catching balls off the ceiling, walls and lights is an out. Foul balls caught off the side walls in foul territory are not outs. A foul ball caught off the side walls around home plate by the catcher is an out.
2. Any batted ball that contacts the ceiling, walls or lights in the outfield in fair territory and is then deflected foul is a fair ball. Any batted ball that contacts the ceiling or walls in foul territory and then is deflected fair is a foul ball.
3. Balls that go behind the tight nets in left and left center field are a ground rule double. Runners advance two bases. All other nets in fair territory are in play. Any fair ball that goes behind any obstruction in foul ground in left or right field will be declared unplayable and runners advance one base. A thrown ball that rolls behind any obstruction in foul ground in left or right field will be declared unplayable and runners advance one base.
4. Any live ball that leaves the field of play through any of the three exit doors will be called a dead ball and runners advance one base.
5. Due to limited space, all base coaches are reminded to stay clear of the playing field. If a base coach comes in contact with a runner the runner is out.

Misc.

1. A protective mask is recommended for pitchers but not required.
2. During the game all player equipment shall remain outside the netted area.
3. During the game all players not involved in the game, including the on deck batter, shall remain outside the netted area.
4. At the end of an inning the defensive team should leave the field by way of the opening in foul ground in left or right field. Pitcher and catcher may exit by home plate.
5. After batting the team going to the field should enter by way of the opening by home plate.
6. Visitors should be reminded to sit in the spectator areas along the first base side of the field.

Shootout Rule

1. The last player in the lineup starts at second base.
2. The home team plays 2 consecutive innings on defense.
3. 5 run limit per inning.
4. After 2 innings if the score is still tied, the game ends in a tie.

Example

If the visiting team scores 6 runs in two innings, the Home team must score at least one run in their first extra inning to continue.

If the visiting team scores 8 runs in two innings, the Home team must score at least three runs in their first extra inning to continue.

Game time logistics – Set up for field 1 will take place from 9:00 to 9:15 am.

Game time of 75 min + 5 min grace period (third game should end by 2:00) 30 min to spare.

- Batting practice for game one will take place on the field #1 starting at 9:15 am.
- The first game will start exactly at 10:00 am.
- Batting practice for games two and three will take place on the field #2 any time prior to games two and three start times.
- The second game will start exactly at 11:20 am.
- The third game will start at 12:40 pm.