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## ADULT MIXED SOFTBALL PLAYING RULES

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LaSalle Quadraplex Pressbox – 731-4728]

For league info call Natalie at 736-6999 ext. 104 between 2:00-4:00 p.m.

Lafreniere League should call 736-6999 ext. 104 for rainouts

### 1. GENERAL RULES

#### A) GAMES

- i) Game times will be 6:30 p.m., 7:45 p.m. and 9:00 p.m. OR (for Sunday games the first game will start at 9:00a.m. The second game will follow 1 hour and 15 minutes later—10:15a.m.)
- ii) Ten (10)-minute grace for the first game only. This rule applies to the 6:30 p.m. and 9:00 a.m.(Sunday) games only. No grace period for the second or third games.
- iii) Seven (7) innings or one (1) hour and 15 minute time limit.
- iv) Twelve (12)-run rule in effect after five (5) innings (or 4 ½ innings if the home team is ahead) or twenty (20)-run rule after four (4) complete innings (or 3 ½ innings if the home team is ahead).

#### B) SCHEDULES

- i) Home team listed last on schedule. Home team will bat last and occupy the 3<sup>rd</sup> base dugout.
- ii) RAINOUTS – Information should be available at the quadraplex or Main Office by 4:00 p.m. on the day of the game. The Sunday Lafreniere League should call Program Supervisor's work # on Sunday mornings no later than 8:30am to find out if the games have been rained out. Again, the number is 736-6999 ext. 104.
- iii) RAINOUT SCHEDULES and standings will be mailed the last week of the regular season. If you do not receive a schedule, please call 736-6999 Ext. 104 or e-mail to [nstoufflet@jeffparish.net](mailto:nstoufflet@jeffparish.net).
- iv) When necessary, league games, rainouts, and playoffs may be scheduled on any night of the week.

#### C) FEES

- i) Prior to the start of the game each team must pay:
  - (1) one umpire (\$25 per team)
  - (2) the official scorekeeper (\$10 per team)Failure to do so will result in forfeiture. For the purpose of the rule, one pitch thrown constitutes the start of a game. There is a ten-minute grace period for the first game only. Teams are to pay during this allotted time.
- ii) If a team forfeits, that team must post another forfeit fee before the next scheduled game, to include \$50 for the umpires and \$20 cash for the scorekeeper. (for a total of \$70)

#### D) TEAM PLAYERS

- i) Players may dually participate in the Jefferson Parish Softball League and the Jefferson Parish Mixed Softball League; however, no players may participate on more than one team per season in the mixed softball league. In addition, each player may only participate in one bracket per season, even if their league should finish before the other league(s). ONLY ONE TEAM IN ONE LEAGUE (per night) PER SEASON PER PLAYER!
- ii) A team must have seven (7) offensive and defensive players to start a game, but may field up to ten (10) players.
- iii) If a team has seven (7) players with at least two (2) women, they must start the game.

- iv) Less than seven (7) players at the start of a game, constitutes a forfeit. Do not take the field – umpires must be paid.
- v) Women may outnumber men at any time. There will be no more than 6 men and no less than 2 women on the playing field.
- vi) Once the game starts and a player is injured, ill, or ejected, a team may finish the game with less than seven (7) players providing there are at least two (2) women on the field.
- vii) Teams may bat up to twelve (12) players, but are not required to do so.
- viii) A team may have up to two (2) extra hitters which must be a male and a female.
- ix) Team may also elect to use just one (1) extra hitter, which could be a male or female.
- x) Any ten (10) on the original lineup (to include any additions made to lineup before the first round is completed) may play defense at any time.
- xi) For the purpose of this rule, extra hitter(s) may only be used after a team fields the allotted ten (10) players.
- xii) If a team elects to use extra hitters (male, female, or both) and due to injury or illness, the number of females falls below four (4), then the amount of men in the lineup cannot exceed six (6). To satisfy this rule, an out shall be taken for the injured or ill player at her next bat only. No out shall be taken for the extra male hitter that must leave the game.

#### E) LINEUPS/SCORESHEETS

- i) Scoresheets must be completed with names of teams, date, playground, and names of players (first and last names). Lineups must be submitted to scorekeeper no later than 10 minutes prior to game time.
- ii) BATTING ORDER does not have to alternate sexes.
- iii) DEFENSIVE LINEUPS do not have to alternate.
- iv) Additions may be made to lineup (at bottom) before the first round is completed. Once each player has had one “at bat”, no additions may be made. Substitutions will then be made for any player arriving after the batting order has completed the first round. [*Exception: When a team starts with less than ten (10) players, late arrivals, up to ten (10) may be added at any time.*]
- v) Team managers should sign scoresheet upon completion of game. This is the responsibility of the team captain/team manager.

#### F) SUBSTITUTIONS

- i) A substitute may enter the game only once.
- ii) Once a substitute is taken out of the game, he/she may not reenter the game.
- iii) All starters (original lineup with additions) may reenter the game one (1) time only.
- iv) All substitutes must be reported to the scorekeeper and recorded on the score sheet.
- v) INJURY/ILLNESS

- (1) In the event a team captain has used all of his eligible players and a player is injured or becomes ill, the game shall NOT be forfeited. The opposing team captain shall select a player from the bench of the other team who will play in place of the removed player. For the purpose of this rule, the player removed from the game shall not reenter that same game. [Note: Must have the correct number of men and women to continue to play.]
- (2) Once a game starts and a player is removed due to illness, injury or ejection and not replaced, his/her next turn only will be an out.

## 2. RULES OF PLAY

- A) Rules should be brought to games by coach or captain.
- B) For anything not covered in JPRD rules – please refer to baseball rules. Any conflict between JPRD rules and baseball rules will be decided by JPRD.
- C) EQUIPMENT
  - i) SHOES – Players must wear shoes – steel spikes not allowed.

ii) CATCHER – All catchers must wear a face mask.

iii) BATS

(1) Players may use any official softball bat that bears the approval of either ASA or USSSA.

(2)

(3) ALTERED BATS –

(a) If a bat appears to be altered (painted, sanded, and/or any other fashion and the label on the bat cannot be read), the umpire/supervisor will determine whether the bat shall be removed from the game.

(b) If the bat is determined to be illegal, batter will be called “out” and will be ejected from the game. All base runners will return to the previous occupied base. For purpose of this rule, the illegal bat must have been used for at least one (1) pitch and a pitch has not been thrown to the next batter.

Second offense: In addition to the above, player (s) will be dropped from the league.

(c) Umpire/supervisor’s decision is final. No protest on game in question will be accepted.

(d) Program Director/Supervisor reserves the right to examine any bat at any time. If a player refuses to the bat examination, he/she is subject to ejection.

(e) Parks and Recreation reserves the right to deem any bat of exotic construction illegal at any time.

iv) BALLS

(1) The official softball will be the Dudley, optic yellow softball and 12 inches.

(2) Every team must furnish a new game ball.

(3) Any backup balls used in a game must also be a Dudley softball which should be in “good – used” condition.

D) BASES will be 65 feet apart

E) PITCHING DISTANCE – mound will be fifty (50) feet from home plate.

F) PITCHING

i) Pitcher will throw the ball easy, underhand and with an arc. Maximum height for the arc will be ten (10) feet from the ground.

ii) Pitchers will be warned about hard pitching.

(1) First warning, the pitch will be called a ball.

(2) Second warning is called a ball, in addition to removal of the pitcher from the mound. The pitcher will be eligible to stay in the game at another position, but may not return to the mound.

(3) If a batter swings at a hard pitch, he/she has the choice of the called ball or result of play.

G) STRIKES/BALLS

i) Four (4) balls and three (3) strikes.

ii) Only two (2) foul balls allowed after the second strike. On the third foul ball (after the second strike), the batter will be declared out.

H) BUNTING – No bunting or half swings allowed. If, in the judgment of the umpire, the batter bunts or half swings, the batter will be out.

I) WALKS

i) Each spot in the batting order can be intentionally walked once per game, but only one intentional walk per half inning allowed.

ii) For an intentional walk, no thrown pitches are necessary.

iii) If a pitcher throws four (4) balls, an umpire can deem a walk to be intentional.

(1) After an intentional walk, if a pitcher throws an intentional ball, he/she will be given a warning from the umpire.

- (2) If a pitcher receives two (2) warnings in the course of the game, the pitcher is ejected from the mound; however, the pitcher may play another position on the field.
- iv) If a male player is walked, then the next female batter walks also (option of female – may hit or walk). If the female decides to hit, the male base runner will automatically advance to second base. This does not apply to male player(s) that are walked and are followed by another male batter.

**J) BASE RUNNING**

- i) No stealing allowed.
- ii) Male and female base runners may not take a lead. If a runner leaves before the ball reaches the batter, he/she is out.
- iii) SLIDING – Players may slide and/or dive to a base/plate.
  - (1) Sliding can be used to maintain control over one’s body and not “bowl over” another player.
  - (2) Should a player maliciously “take out” another player, he/she shall be ejected from the game. Malicious intent will be the judgment call of the umpire.
- iv) Any runner is out when he does not slide or attempt to get around any fielder who has the ball and is waiting to make the tag. Bowling over is defined as a deliberate attempt to dislodge the ball by lowering the shoulder or throwing forearms into a player. This is a judgment call by the umpire. If he considers the action to be flagrant, the player may be ejected.
- v) The base runner is not out when hit by a fair-batted ball while in contact with a base. In this case, the ball remains live. [EXCEPTION: If the ball is intentionally interfered with or a fielder interfered with while attempting to field the batted ball, then the ball becomes dead and the “interfering” runner is called out. No other runner(s) may advance a base. Interference is strictly the umpire’s judgment.]
- vi) For all other base running rules, refer to the Official Baseball Rules.
- vii) COURTESY RUNNERS will be allowed.
  - (1) Last out, of the same sex, will be allowed runner only.
  - (2) Courtesy runners will only be allowed after the batter reaches first base safely (or whichever base he/she attains safely on the play).
  - (3) Courtesy runner (the last out) shall take his/her place on the base before a pitch is thrown to the next batter.
  - (4) If an illegal runner is used, base runner will become legal after a pitch has been thrown.
  - (5) In cases of an injury, a courtesy runner will be allowed (the last out of same sex).
  - (6) When a team has batted around once in an inning (when the first batter of the inning comes to the plate for the second time in that same inning), the courtesy runner rule is nullified. No courtesy runners will be allowed during that same inning.
  - (7) Should a base runner become injured after his/her team bats around once in the same inning, the injured base runner may have a courtesy runner. The courtesy runner in this case, will be 7<sup>th</sup>, 8<sup>th</sup>, or 9<sup>th</sup> batter removed in that batting rotation (same sex courtesy runner). [i.e., 2<sup>nd</sup> batter injured – 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup> batter will pinch run. Courtesy runner must be the same sex]
  - (8) Injured base runner(s) may reenter the game after using a courtesy runner.

**K) Men will bat their normal batting stance.**

**L) SCORING**

- i) Only five (5) homeruns allowed per game. The 6<sup>th</sup> homerun and every homerun thereafter, will be declared an automatic out. Runners may not advance since this rule applies to homeruns hit over the fence. Anytime a homerun is hit, all base runners and the batter must touch every base, to include home plate.

- ii)** Twelve (12)-run rule in effect after five (5) innings (or 4 ½ innings if the home team is ahead) or twenty (20)-run rule after four (4) complete innings (or 3 ½ innings if the home team is ahead).
- M)** PROTESTS based on situations involving an umpire's judgment will not be permitted – his word is final. All other protests must be written, emailed or faxed to the Program Director by the end of the next work day.
- N) PLAYOFFS**
  - i)** RAINOUT SCHEDULES and standings will be mailed the last week of the regular season. If you do not receive a schedule, please call 736-6999 Ext. 104 or e-mail to [nstoufflet@jeffparish.net](mailto:nstoufflet@jeffparish.net).
  - ii)** When necessary, league games, rainouts, and playoffs may be scheduled on any night of the week.
  - iii)** First, second, third, fourth, fifth and sixth place teams will advance to the playoffs in each bracket. In the Sunday Lafreniere League, the top eight teams shall advance to single elimination playoffs.
  - iv)** Winner and runnerup will receive cash prizes.

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**FOR INFORMATION, CALL 736-6999 EXTENSION 104**