

Indoor Softball Rules

Note: We strongly recommend pitchers consider wear a safety Mask

Men's Indoor rules:

Game one clear the field and bench areas as soon as your game is over so the next one can start.

The plate/Mat is a strike.

Each player starts with a 1-1 count.

No inning can start after 50 minutes into the game.

Mercy rule

20 after 3

15 after 4

12 after 5

10 after 6

If a team falls behind by 30 at ANY point in the game it's a forfeit the game is over.

There is a no contact rule on all of the bases. If you don't have the ball the defensive player cannot be in the base paths.

You can bat 11 – there is no DH players must bat.

Home Runs

if a batted ball hits the wall ABOVE THE BLUE LINE it is a home run – umpires discretion.

A ball can be caught off the wall for an out.

Co- ed:

6 guys / 4 girls

A girl must play in the outfield and 1 in the infield.

If a girl pitches a guy must catch.

If you bat an extra guy you must bat an extra girl.

At no time during the game can 3 guys bat in a row.

A girl batter gets a courtesy 3rd foul strike – if a girl fouls off a 3 strike pitch she gets another chance.

If a guy walks with a girl scheduled to be on deck the guy goes to second and the girl has a choice of hitting or walking.

Mercy rule

20 after 3

15 after 4

12 after 5

10 after 6

If a team falls behind by 30 at ANY point in the game it's a forfeit the game is over.

Forfeits – all teams need to be ready to play 10 minutes before game time. It goes by the Umpires watch not yours. You must have 9 players to start – you take an out once in your line-up at the 10th spot. You cannot borrow a player from another team. Traffic and weather are on you.

Forfeit – If you are the only team ready to play you play the ump \$22 in order to get the win. If you don't both teams forfeit. The forfeiting team has to pay \$44 in order to continue in the league.

If your team starts with 10 and a player is ejected or injured you can finish with 9 and take an out in the position. If you squad drops below 9 the game is over.

Illegal equipment.

Bats – all bats must be checked by the league and stickered. Any player caught using an illegal bat or metal spikes will be out – be ejected from the game and suspended until a league hearing.

If any rule is not listed the league will make a ruling and their decision is final.

If you need to file a protest you need to TEXT the league at the time of the rule infraction – 553-3839. DO NOT CALL!! If you call the protest is moot.

No argument Rule.

You can question a call at the time of of the play. After the next play starts the talking is over – no exceptions. If a player continues discussing the play in a less than calm way to the Umpire or OTHER PLAYERS the player is to be ejected.

If a player is ejected they have 60 seconds to leave the arena or their team forfeits.

553-3839