



Co-ed rules:

Note: We follow ASA (USA) rules as much as possible.

Equipment:

Each bat must conform to USA standards – ASA bats not older than 8 years are allowed

Legal Bats can be found here.

No metal spies can be worn

We now use .52 core balls.

Game play:

Co-ed teams are 10 players.

6 males / 4 females

Teams can **never** bat 3 males in a row – Ever.

Follow:

M-M-F-M-F-M-F-M-M-F

You can bat an extra guy if you bat an extra girl.

If a guy walks with a girl on deck the guy automatically moves to second – the girl has the **choice** of walking or hitting. There does **NOT** have to be outs for this free walk to happen. Note: you cannot substitute a girl for guy at the last second to get a free walk.

The girl batters get an extra 3rd strike foul guys do not.

The plate/Mat is a strike.

No inning can start after 1 hour 10 minutes after game starts. By the Umps watch not yours.

Field Positions

A girl must be placed in the outfield and one in the infield.

If a guy pitches a girl can catch and vice -versa.

There is a no contact rule on all of the bases and home plate. If you don't have the ball the defensive player **cannot** be in the base paths. If a runner collides into a player who has the ball the runner is out and may be removed from the game. If a defensive player is in the base path without the ball and forces a collision it will be called interference. If a player is in the basepath trying to catch a fly ball the runner must go around them.

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 in your line-up at the 10th spot. You cannot borrow a player from another team. Traffic and weather are on you.

There are **NO grace periods – games start at 6PM and 7:15PM**

Forfeit – If you are the only team ready to play you pay 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**.

Rainouts

Weather and diamond structure is different in different parks of the city.

We do not call games before 3PM.

We reserve the right to switch your diamond until 4PM.

After 5PM your team must report to the diamond and the ump will call it at the park.

Do not call between 5-6 to see if the game is cancelled – the ump calls it.

Protests

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 area or their team forfeits.

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