



## **// GAME PLAY**

### **// General League Rules**

1. We use 52-300 softballs. Recommended bat type/certifications are ASA/USSSA.
2. Dogs are allowed at the park. However they may not be left tied up unattended in the dugout, as a barking dog is a distraction to all players, and is unfair to the team at bat. If you bring a dog, and only have 10 players present, you must keep one defensive player in the dugout to be with the dog.
3. Please try to be considerate of others when parking along the outfield fence of field 1, and turn off your headlights once parked.

### **// Pitching**

1. A "strike mat" will be used to determine a sure strike. If in use, a strike will be called if the softball touches any part of the mat OR home plate.
2. A legal pitch has a 6'-12' arc. Too low, or too high balls will be called a ball, regardless of whether or not it hits the Mat. However, if the batter chooses to swing at this pitch, it cancels out the illegal pitch and the result of their swing stands.
3. During the pitching motion, the Pitcher MUST make contact with the pitching rubber at some point during the pitch while the ball is still in their possession. If taking a step forward from the rubber during the pitch, the pitcher may not take more than one step before throwing the ball.
4. Pitching nets are provided for player safety, and must be used. Pitchers who move the net out of the way do so at their own risk. And if the net is moved too far, they will be asked to move it back by the Umpire. Any ball that hits the Screen is deemed a foul ball. This counts towards the "2nd Foul ball on strike 2" rule.

### **// Fielding**

1. All thrown balls are deemed out of play when:
  - a. The ball is thrown over or beyond the fence / road / safe area of play.
  - b. The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence). This imaginary line applies to overthrows and caught fly foul balls.
  - c. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and runners may advance at their own risk.
  - d. On overthrows out of play, the runner is granted the base they were going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, they must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.
2. **Outfield Encroachment Line:** Outfielders may not play closer than 200 feet from home plate while a girl is at bat. This line is to encourage fair play and will be set up by your umpire and marked by cones down the foul lines and/or across the field. If a male is at bat, the line is not enforced.
3. On an infield fly (any fly ball **within the infield** with significant arc and deemed an "easy catch") with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance at their own risk.
4. We will provide a pitching screen that must be used by all pitchers. If a ball hits this screen, it will be ruled a "Foul Ball". This Foul counts towards the "2nd Foul ball on strike 2" rule.

## **// Batting**

1. All players in the field must be listed in the batting order. Teams may bat more than ten (10) players. Players are not required to play in the field in order to bat.
2. Batting order must consist of a 2-1 ratio. For every 2 male batters in a row, a female batter must be next. No more than 2 men may bat in a row.
3. Females can bat multiple times in the lineup to achieve this ratio. If females are batting more than once in a lineup, their rotation must stay in order. \*All females must evenly rotate through the female batting positions.
4. All batters will start with a one ball, one strike count.
5. If a male is walked with two (**2**) outs and a female follows him in the batting order, the female has the choice to take a walk or bat. The umpire is not responsible for notifying the batter. This walk **CAN** score a run.
6. A batter with two (2) strikes is allowed one (1) courtesy foul ball. On the 2nd foul after the batter has two (2) strikes, the batter will be called out.
7. **Home run limit rule:** Each team is allowed 2 out-of-the-park home runs per game. Any subsequent home run after the limit is reached is an automatic out. If both teams hit their 2 allotted home runs, each team shall receive 1 additional home run. If both teams hit their 3rd home run, both teams shall be awarded 1 additional home run. This shall continue throughout the game with no team allowed to score more than 1 home run more than their opponent.

8. If the batter hits a foul ball that is caught by the catcher, it will only count as an out if: The ball reaches a height of 6ft or higher, and does not impact any object before being caught. (Fence, Tree, etc.)
  - a. If the tipped ball does not go over 6ft before being caught, it will only count as an out IF there were already 2 strikes on the batter. If there was only 1 strike on the batter, it is ruled a foul tip.

### **// Scoring**

1. Inning run limit rule: There will be a seven (**7**) run limit per inning for innings 1-5. Unlimited runs may be scored in inning 6 or the announced final inning of the game.
  - a. If a team hits a home run and the 7th run is on base, then all runs, including the home run hitter, count. Ex: A team has 6 runs and 2 runners are on base when the batter hits a home run. All 3 runs from the HR (2 runners and 1 hitter) count.
2. **Game Mercy Rules:** In either of the below situations, the losing team will be given the option of continuing ONLY 1 more inning. If they accept to continue, the game will continue thru that next inning if time permits for it. If they deny, the game will be called and the score marked as final.
  - a. If a team is 20 or more runs up at the end of the third (3rd) inning.
  - b. If a team is 12 or more runs up at the end of the fourth (4th) inning.

### **// Base Running**

1. No lead offs or stealing. Runners can leave the base once the ball is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter up to bat will be first up in the next inning
2. On balls that are caught for an out, the runner must tag up before advancing to the next base. If the ball is thrown to the base that they left before they get back to it, they will be ruled out.

### **// Game Duration**

1. All games are six (6) innings or fifty-five (55) minutes in length with no new inning started once fifty (50) minutes of play has elapsed. The umpire will announce when time has expired, or when the 50 minute, no new inning, time limit is approaching.

2. Regular Season Games can end in ties. Playoff games will continue until a winner is decided.
3. In the event of a tie during **Playoffs** at the end of the final inning as announced by the umpire, Extra innings will be played as follows:
  - a. 1st inning after tie: Played as normal.
  - b. All Following innings: Each batter will start with a 2 balls - 2 strikes (2-2) count in place of the standard 1 ball - 1 strike count

### **// Safety**

1. Sliding is allowed. But it is done at the slider's own risk.
2. Any excessive contact or collision with another player will result in an "out" and/or ejection. This includes contact with the catcher.
3. There is no intentional contact between the runner and defensive player at home plate. If contact is made, the runner will be declared out/safe depending on which player initiated the unnecessary contact.
4. "Trucking" or attempting to run someone over is illegal. If a player intentionally Trucks or runs someone over in the opinion of the Host, they can and WILL be ejected from the Game and possibly the League.
5. If a Runner or Player from the batting team intentionally interferes with a defensive player or intentionally blocks the view of a hit ball for a defensive player, the offensive player will be declared out. This includes base coaches and sideline standers.
6. If a hit ball contacts a runner that is off the base, the runner will be ruled OUT, and the batting player will be awarded a single. If the runner is still on the base when they are hit, it is ruled a dead-ball Foul.
7. If a ball is thrown by a fielder, which hits a runner that is in the base path and not intentionally interfering with a play, the runner is safe, and the play is ruled dead.
  - a. Please note that this is a SOCIAL Softball League, runners advancing to second base are NOT required to slide. As such, when attempting for a double play ("Turning Two"), it is the responsibility of the fielder to throw around the runner.
    - i. However, if the runner intentionally throws up their hands, or interferes in the throw, it will be ruled interference, and an out for the runner heading to First Base.
8. In the event of an injury in the field by a defensive player during a play. The play is ruled dead, and runners may advance to the base they were headed to, but no further.

**\*If a rule is not explicitly stated in the Jax Fray Softball Rulebook, Please defer to official ASA rules for that specific rule alone.**

### **// GOLDEN RULE**

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

## // PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
3. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
4. Any use of an ineligible player will result in a forfeit.

## // GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

### // Roster Size Chart

<b>Sport</b>	<b>Promotion Size</b>	<b>Official Size</b>	<b>Max Roster Size</b>	<b>Female Minimum</b>
Softball	12	14	16	3

### // Teams & Substitutions

1. A maximum of 10 players can be on the field (CoEd - 3 must be female). There are no fielding position requirements of any players based on gender.
  - a. Teams must have the required minimum of 7 players to start the game. If a team is playing with seven (7) players, no more than five (5) men are allowed on the field at one time.
  - b. If a team is playing eight (8) players, no more than six (6) men are allowed on the field at one time.
  - c. If a team is playing with nine (9) players, no more than seven (7) men are allowed on the field at one time.
  - d. For Batting Purposes, if only playing with 2 women, The two women must stay in the same order as they rotate through the line up. IF one is unable to get up to bat, ie: they are on base, They will be ruled out.
2. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
3. Teams may play a "legal game" with less than the required minimum number of players with the opposing team's consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Team's must notify the Host before the start of the game.
4. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
  - a. **All substitutes must be a registered player on another team and/or in another Fray league that is currently in play.**
5. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.
6. Teams must designate a captain prior to the start of the game. They are the only team member allowed to discuss calls with umpires. Judgment calls by an umpire may not be disputed.

## **// Equipment, Uniforms & Facility Use**

1. All field equipment will be provided, including bases and balls for each game. For wooden bat leagues, Fray will supply the wooden bats.
2. Gloves and metal bats are not supplied and players must bring their own. Both ASA and USSSA bats are allowed. ASA or USSSA bats are recommended as we use 52-300 balls. Senior bats are NOT permitted.
  - a. Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions regarding equipment discrepancies.
3. Players should make every effort to wear the official Fray division shirt.
4. Metal spikes are not permitted.
5. All Pitchers are highly encouraged to wear a mask. Pitchers must supply their own mask.

6. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

### **// Playoffs & Standings**

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are sorted based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
  - a. Head-to-head matchups
  - b. Score differential
  - c. Points For
  - d. Points Against

### **// Forfeits**

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
  - a. **First Forfeit** - Loss of game and warning issued
  - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove team the playoffs.
  - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score recorded as 7-0

### **// Weather Cancellations**

1. One week is built into the end of each season
2. All players will be notified via email if games are canceled
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit normal scheduled game duration and three (3) complete innings have been played, the game shall count as the full game.