



SBS Official Softball Rules

Revised 5/29/12

NUMBER OF PLAYERS

- There is a maximum of 10 players on the field at one time. At least two of those players must be male and two must be female. A minimum of 7 players is required to play.
- If a team only has 1 male or 1 female then they simply play down a person. If you have zero males or zero females then it is up to the opponents team captain and umpire to determine if it will be a forfeit or not.

DURATION OF GAMES

- All games last at most seven innings or one hour, whichever comes first. The last inning will start 10-15 minutes before the top of the hour. The umpire will make this call at the top of the final inning.
- If the game is tied after seven innings, extra innings will be played only if there is time.
- Due to differing circumstances in each and every game, some games will finish short of an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter. He/she must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.
- There is a mercy rule. If a team is up by 10 runs or more after five completed innings, the game will be over.

GAMEPLAY

- No metal spikes.
- Everyone starts with one strike. Three outs per inning.
- There are balls but no walks. Pitchers – pitch over the plate, we are here to play softball and have fun, not try to pitch a no hitter.
- There will be a strike mat at home plate used to determine balls and strikes. A legal pitch is an underhand arc ranging from 6'-12' in the air and landing on any part of the strike mat including home plate.
- The strike mat is part of home plate, so a base-runner may touch it when scoring at home.

- Defensive substitutions are allowed between any half innings. If a player subs out, they can sub back in without any penalty.
- Everyone bats, even if they didn't play in the field that half inning. Keep the same batting order the entire game. If someone shows up late, they are inserted into the end of the batting order.
- No stealing or leading. Runners may leave the base as soon as the batter makes contact with the ball. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of an inning, the batter will be the first up next inning.
- There is a seven run limit in the first 4 innings. Unlimited runs may be scored at the start of the 5th inning. The only exception is if the umpire declares one of the first 4 innings the last of the game. At that point, unlimited number of runs can be scored in any last inning.
- Due to differing circumstances in each and every game, some games will finish short of an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter. He/she must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.
- A foul ball over the batters head can be caught for an out.
- Base-runner to defensive player contact is closely watched by the umpire. Any excessive contact will result in an out or ejection, i.e. breaking up a double play. This is a social league, no need for sprained ankles. Railroaded the catcher will result in an out and possible ejection. Any intentional interference with a defensive player will result in the runner and batter being called out.
- 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 (after the catch), BUT at their own risk.
- You may not have more than 7 infielders.

OUT OF PLAY

- Some fields may have home run rules. Consult your umpire.
- All over-thrown balls are deemed out of play when:
 - The ball is thrown over the fence
 - The ball is thrown beyond the fence
 - 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.
 - If the ball is overthrown and hits the fence behind the 1st or 3rd base lines but does not travel out of play, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
 - On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more base. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

FORFEITS

- If your team forfeits a game during the season, the following rules apply:
First Offense: Loss of game and warning issued.
Second Offense: Loss of game and staff reserves the right to remove team from playoffs.
Third Offense: Removal from the league.

If you know in advance that your team is going to forfeit a game, we encourage you to email us so as to help us schedule your opponent a game.

Teams have until ten minutes past the designated start time to field a full squad (minimum numbers of players required to play according to the rules). Anything less than the minimum must be approved by the staff and opposing team.

LEAGUE CANCELLATION/RAINOUT

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SBS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary.

If the game is canceled, SBS staff will change the website immediately. If a game is cancelled on site, SBS staff will attempt to contact those teams still scheduled to play the remainder of the league night. Depending on the time of cancellation, some teams will have to be notified on site. We do our best to schedule make up games. In extreme circumstances, SBS reserves the right to run a shortened season without a refund or schedule games on days other than our regularly scheduled league day/night.

THESE BATS ARE AGAINST SBS SAFETY STANDARDS

This list is not all-inclusive. If a bat is not on this list it is not necessarily legal. Please note that bats with composite barrels are not considered safe by Social Boston Sports.

<u>Manufacturer</u>	<u>Bat Nickname</u>	<u>Reason</u>
Anderson	Techwrap	Multiple Wall
Anderson	Techzilla	Not approved by ASA
Anderson	Rocket Tech	Multiple Shell
Bombat	TD2	Multiple Wall
DeBeer	Shockwave	Multiple Wall
DeMarini	Juice	Not approved by ASA
DeMarini	DeMarini (Ultimate Distance)	Multiple Wall
DeMarini	Demolition	Multiple Wall
DeMarini	Distance Lite	Multiple Wall
DeMarini	Double Wall Classic	Multiple Wall
DeMarini	Double Wall Fatboy	Multiple Wall

DeMarini	EVO	Multiple Wall
Demarini	EVO Ax	Multiple Wall
DeMarini	Flame	Composite Barrel
DeMarini	B52	Not approved by ASA
DeMarini	B52 Bomber	Not approved by ASA
DeMarini	Distance	Multiple Shell
DeMarini	Double Wall	Multiple Wall
Demarini	F375	Multiple Wall
DeMarini	Juggernaut	Composite Barrel
Demarini	The One	Composite Barrel
Dudley	Fusion 2	Multiple Wall
Dudley	Fusion	Multiple Wall
Easton	Connexion(titanium or multi shell)	Titanium and multi shell
Easton	Stealth Comp CNT Plus	Not approved by ASA
Easton	Stealth Comp CNT	Multiple Layers
Easton	Synergy (All Models)	Multiple Layers
Easton	Synthesis	Not approved by ASA
Easton	Z Core (Titanium)	Titanium
Easton	Rival	Multiple Layers
Easton	Ti-Core	Titanium
Easton	Tri-Shell	Multiple Shells
Equalizer	Equalizer-2	Multiple Wall
Grover	Platinum II	Multiple Wall
Grover	Platinum	Multiple Wall
Kelley	Wraptech	Multiple Wall
Louisville Slugger	A.I. (Air Inertia) (ALL MODELS)	Multiple Wall
Louisville/TPS	Air Attack 2	Multiple Wall
Louisville/TPS	Air Attack 3	Multiple Wall
Louisville/TPS	Double Action	Multiple Wall
Louisville/TPS	FP-16	Multiple Wall
Louisville/TPS	Rich Plante	Titanium
Louisville/TPS	Springsteel	Multiple Wall
Louisville/TPS	XXL(SB27)	Multiple Wall
Louisville/TPS	Double Threat	Multiple Wall
Louisville/TPS	Genesis	Multiple Layers
Louisville/TPS	Gen IX	Multiple Wall
Louisville/TPS	Catalyst	Multiple Layers
Louisville/TPS	Warrior	Not approved by ASA
Miken	Chaos	Multiple Layers
Miken	Edge	Multiple Layers
Miken	Freak Plus	Not approved by ASA
Miken	Freak	Multiple Layers

Miken	Miken (HHD & HDD)	Multiple Wall
Miken	Maniac (All Models)	Multiple Layers
Miken	Ultra II	Multiple Layers
Miken	Velocit-E	Multiple Layers
Miken	Viper 12 & 14	Multiple Layers
Miken	Vicious	Composite Barrel
Mizuno	Envy	Multiple Layers
Mizuno	Techfire Blur	Multiple Layers
Mizuno	Techfire Crush	Multiple Layers
Mizuno	Techfire Fury	Multiple Layers
Mizuno	Techfire Rage	Multiple Layers
Mizuno	Frenzy	Composite Barrel
Mizuno	Wrath	Composite Barrel
Nike	Air Max Thrust	Multiple Wall
Nike	Air Storm	Multiple Wall
Nike	Black Power	Multiple Wall
Nike	Black Power	Multiple Wall
Rawlings	Liquid Metal Plasma	Multiple Layers
Rawlings	Silverback	Multiple Wall
Reebok	Dictator	Composite Barrel
RIP IT	Reaper	Multiple Layers
Steele's	7178 XXL	Multiple Wall
Steele's	7178 XXLG	Multiple Wall
Steele's	Alien	Multiple Wall
Steele's	C555	Multiple Wall
Steele's	Impact 2	Multiple Wall
Steele's	Laserflex 2-wall	Multiple Wall
Steele's	Turboflex	Multiple Wall
Steele's	Triple X	Multiple Wall
Toledo	Katana II	Multiple Layers
Worth	3DX (ALL MODELS)	Multiple Wall
Worth	EST (ALL MODELS)	Multiple Shells
Worth	MG46	Multiple Shell
Worth	Amp (ALL MODELS)	Multiple Layers
Worth	Mayhem	Composite Barrel
Worth	Wicked	Multiple Shell
Worth	PST (ALL MODELS)	Multiple Wall
Worth	Quad Shell	Multiple Shell
Worth	Blade	Multiple Wall
Worth	Toxic	Composite Barrel