



MALTA PARKS & REC. MEN'S SOFTBALL RULES



NUMBER OF PLAYERS

- *Players:* Teams will play with 10 players on the field.
- *Minimum number of players:* A game may start and end with a minimum of 8 players without being declared a forfeit.
- *Automatic out(s):* Teams must take one automatic out in their batting order when having 9 players and two automatic outs in their batting order when having 8 players.

EQUIPMENT

- Each team is responsible for supplying its own equipment including bats, jerseys, gloves, & protective gear.
- **Metal Cleats** are NOT allowed
- **Bats:** All bats must be either ASA or NSA approved regulation SLOW PITCH softball bats. NO Senior Bats allowed. The following bats are prohibited (please note this is not an all-inclusive list of prohibited bats): Miken Ultra 2, Miken Triad3 Blackout, Combat Dirty 1.1 & Combat Centenarian, Demarini Senior one, Worth Toxic XXX, Worth Legit Senior Bat, & Worth Launch 510
- **Ball:**
 - ✓ ASA .52 core with 300 compression. Yellow balls are REQUIRED & balls MUST be labeled with either ASA or NSA stamp.

REGULATION GAME

- **Innings**—A regulation game shall consist of seven innings; in the event of rain or darkness, 4 complete innings or 30+ minutes of game time constitutes a regulation game in the regular season. In the tournament, only 4 complete innings shall constitute as a regulation game.
- **Time Limit**—1 hour, no new inning shall start after 55 minutes.
- **Mercy Rule**—A game is complete when a team is leading by 20 runs after 3 innings
- **Mercy Rule**—A game is complete when a team is leading by 15 runs after 4 innings
- **Mercy Rule**—A game is complete when a team is leading by 10 runs after 5 innings
- **Home Team**—The home team is listed first on the schedule and gets first pick on dugouts.

BATTING ORDER/SCOREKEEPING

- **Scorekeeping:** Malta Parks & Rec. will be responsible for keeping score of each game. It is not required but is recommended that each team have a scorekeeper as well
- **Substitutions:** Teams may bat all players on their team for each game (16 max may play per game). Players can rotate in and out of the field each inning without reporting to the umpire; however the batting order must remain the same unless a substitute who has not played is being used.
- **Re-Entry Rule:** If a player is taken out of the batting order for a substitute, that player can “re-enter” one time, but must return for the player that replaced him in the batter order.

EXTRA INNINGS

- In the event of a tie score at the end of the 7th inning or 1 hour of play, extra full innings shall commence until a winner is determined. First team to score a run will win the game. Same batting order will be used.

BASERUNNING

- **Courtesy Runners:** Courtesy runners (for injured players only,) are permitted but only once per inning (unless multiple injuries). The courtesy runner must be of the same gender and the most recent batter who made an out. You are not permitted to choose your courtesy runners.
- **Sliding:** The runner must avoid a fielder who has the ball when waiting to make a play. The runner does not have to slide, but has the option too.

PITCHING

- **Type of Pitching:** The ball must be pitched underhand at a slow speed.
- **Arc:** The ball arc is at least 6-feet from the ground before it crosses home plate and shall not rise higher than 12-feet above the ground.

STRIKE ZONE

- The strike zone is any part of the area over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his back knee.
- A ball will be declared when a pitched ball strikes the ground before crossing the plate, when the ball hits the plate, or when the ball crosses the plate over the batter's head
- Men's Leagues: All batters will start with a 0-0 count

HOMERUNS

- Each team is permitted a maximum of 5 "over the fence" home runs per game. Any homerun exceeding 5 will count as an OUT against the batter.
- If the batter hits the ball off of an outfielder's glove and the ball goes over the fence without touching the ground, the ruling is a "4 base error". It does NOT count against the team's homerun total.

SCHEDULING

- The league schedule will be posted 3 days prior to the beginning of the season.
- Once finalized, the league tournament schedule will be posted on the Malta Parks & Rec. Facebook page as well. Teams are responsible for checking the Facebook page for updates with scores and standings.

TIE BREAKERS

- If two teams are tied at the end of the regular season, their seeding will be determined by...
 - 1) 1st- Head to head wins
 - 2) 2nd- Overall run differential (max differential per game is 15)
 - 3) 3rd- Coin toss

LEAGUE TOURNAMENT

- League tournament will consist of a single elimination tournament for all teams.
- Tournament rosters must be complete by the fourth week of regular play. (Players will only be added after the fourth week for the purposes of a substitution due to an injury or other extreme circumstances as deemed acceptable by Malta Parks & Rec. Directors.) If a player is not on the roster, they will NOT PLAY.
- **CANCELLATIONS**=Teams will be responsible for calling/texting one of the Malta Recreation Directors if they have to cancel/forfeit a game.

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CONDUCT

- Only captains are permitted to stop the flow of the game to discuss a call with the umpire.
- If a player is ejected from a game, he will sit out that game and the following game. A 2nd ejection of the year for a player will result in that player being kicked out of the league.

