



2010 ST. LOUIS SOFTBALL LEAGUE RULES

GENERAL RULES

- The St. Louis Softball League is an adult league. All league participants must be at least 18 years old.
- The first scheduled team is the home team. The home team is responsible for game balls. There should be at least one new and one good used ball per game. The home team is also responsible for keeping score in their game.
- The 1 and 1 beginning pitch count will be in effect.
- No new inning will start after 55 minutes, but if an inning starts before 55 minutes, it will be completed.
- No grace period.
- No courtesy third foul ball.
- No metal or screw-on spikes are allowed.
- The runs ahead rule is as follows: 20 runs after 2½ or 3 innings, 15 runs after 3½ or 4 innings and 10 runs ahead after 4½ or 5 innings.
- The home run limit rule (over established fenced fields) is as follows: Men's Competitive – 6, Men's Competitive/Recreational and Coed Competitive – 3, Women's Recreational – Unlimited, and Men's Recreational and Coed Recreational – 0. If a ball is hit over an established fence, in any given category, over the limit that is allowed, the batter is out and the half inning is over. Also, on any fair batted ball hit over an established fence for a home run (within the limit that is allowed for any given category) or on a four base award, the batter and all runners are credited with a run and are not required to run the bases.
- In all leagues, teams must start a game with at least nine (9) players with the tenth spot in the lineup being an automatic out until an eligible player shows up. He or she can take a defensive position as soon as he or she arrives if their team is on the field or can bat in the tenth spot whenever it comes up in the order. Teams can bat up to eighteen (18) players if they wish, however, they need to be aware that if a player on their team is ejected or leaves for whatever reason, that spot in the lineup will become an automatic out unless there is an eligible substitute to move into that spot. The exception to this rule is a game injury. Teams will not be penalized if a player has been injured during the course of the game and an eligible substitute is not available (to a minimum of nine (9) players). If a team ends up with only eight (8) eligible players to play, for whatever reason, that team will forfeit that game.
- In Coed Competitive play, there must be an equal ratio of guys and gals in the lineup (they can start and finish the game with five (5) guys and four (4) gals or five (5) gals and four (4) guys and an automatic out in the tenth spot if there is no eligible (correct sex) substitute.
- In Coed Recreational play, a team can play with a minimum of four (4) gals and up to fourteen (14) guys, but the compressed lineup will be in effect (a guy-gal-guy-gal batting order). A Coed Recreational team cannot drop below four (4) gals in the starting lineup. On defense, if a guy pitches, a gal must catch. If a gal pitches, a guy must catch. With a minimum of four (4) gals in the lineup, two gals must be on the infield and at least one (1) in the outfield. In this same situation, there can only be two (2) guys in the outfield.
- A team may designate one (1) player at the beginning of the game (who is playing injured so that the team has at least a minimum of nine (9) players to have a courtesy runner run for them if they reach base. The runner must be the last out (batter/runner). In Coed, the runner must be the last out of the same sex. In addition to this runner, if a player gets injured and must stay in the game to keep their team from forfeiting, that player, too, can have a courtesy runner with the same setup as the designated runner.
- The ASA rulebook will govern in all situations related to league play with the exception of stated in-house rules (Exceptions: Coed – No sliding at any time. All leagues – compressed lineup batting due to game injury, roster batting up to eighteen (18) batters, and pitching height – maximum 12 feet, minimum 6 feet.