

FALL 2021 ADULT SOFTBALL KEY LEAGUE RULES

Number of players (all leagues): Minimum of 8 players. Can start with 7 if an 8th is on the way.

Grace Period (all leagues): Will be 10 minutes from the scheduled start time for the **first game** only.

Length of game (all leagues): No new inning will start after 1 hour 5 minutes of play (1 hour and 10 minutes if a game is tied). If a game is tied after the time limit, the game will end in a tie. For tournament games, the game will be played until a winner is determined.

Run Spread (all leagues): Twenty (20) runs or more after 4 innings or Ten (10) or more runs after 5 innings.

Bats Approved (all leagues): All approved One Nation bats are legal for game play (including Miken's). All bats **MUST HAVE** the new USSSA or One Nation thumbprint appear on it. **SENIOR LEAGUE AND FASTPITCH BATS ARE PROHIBITED**

Bat Removal (all leagues): If a batted ball injures a pitcher the bat will be removed from the game immediately (by the umpire- given to the scorekeeper) for the remainder of the day. The bat will then be submitted to the commissioner's office for further examination. The player will get the bat returned later that week (if the bat is suspected of tampering it may take longer).

Softballs Used (all leagues): The Rec. will provide two game balls per game. For the first couple of weeks we will provide the throw-in balls. After each game the umps will give one ball to each team. From week three and on it will be the team's responsibility to provide one of the used game balls from previous weeks. The ball must be one of the Worth Gold Dot Extremes.

Courtesy Runner (all leagues): A courtesy runner will be in effect in the leagues. The courtesy runner will be the **LAST AVAILABLE** player. In the Co-Ed League guys must run for guys and girls run for girls. No limit to the number of courtesy runners in an inning.

Free Entry/Substitution (all leagues): A team may enter two players to each batting position in the line-up. Either may participate in the game at any time throughout the game. Both are locked into the batting order, but only one may be in the game at any given time. **PENALTY- FORFEIT.**

Home Run Limit (Monday): 1 with a 1-up rule. Each additional HR is an out. Teams can agree to waive the HR Limit before the game.

Home Run Limit (Wednesday): 3 with a 1-up rule. Each additional HR is an out. Teams can agree to waive the HR Limit before the game.

Home Run Limit (Co-Ed): 3 with a 1-up rule. Each additional HR is an out.

Home Run Limit (Sunday AM): 3 with a 1-up rule. Each additional HR is an out. Teams can agree to waive the HR Limit before the game.

Player Eligibility (all leagues): If there is a player in question it is the opposing team manager's responsibility to ask the umpires and scorekeepers to check the player's driver's license to see if they are on the roster. If a player does not have an ID then the player may not play in the game.

Protests (all leagues): A protest must be filed with umpires and scorers during the course of all protested games at the point of the alleged infraction.

Line-Ups (all leagues): Teams may bat an unlimited number of batters in their line-up. Any vacated spots will result in an automatic out.

Extra Foul (all leagues): Teams will be granted an extra foul with two strikes.

Game fees (all leagues): \$32 per team per game. If a team forfeits they are responsible for paying both teams game fees.

Misc. Rules (all leagues): There is no malicious contact on the base path.
Casual Profanity is in effect
Co-Ed Walks- If a male is walked he will automatically go to second base. The female has the option of taking first base or taking her at bat.
Co-Ed Line-Ups- If two females bat consecutive there will not be an automatic out. The automatic out occurs when two males bat consecutively.