

HOOD RIVER ADULT CO-ED SOFTBALL LEAGUE Rules 2025

Scorebook-Each team will provide one another their batting line up prior to game time. Batting line up **must alternate Males and Females**. Each team keeps book each game. In the event of a disputes, **the umpire's decision is FINAL**. The **Home** team's scorebook is the official scorebook. The **HOME** team is to use the **3rd base side dugout**. Winning team must immediately report who **WON**, to Hradultsoftball@gmail.com

TIME LIMIT – A one (1) hour and :15-minute time limit will be imposed on all games. No new inning will start after (1) hour and :05 minutes of play, unless the game is tied. At this point one last inning is played with each team batting once, home team batting last. Each team starting with the last player to complete a plate appearance in the previous inning on 2nd base and one out.

ROSTERS – There is a 20-player limit to the roster. Roster must be submitted by July 7th. After that no players can be added or exchanged unless approved by the League Commissioner.

AGE - **Players MUST be 21 by start of season: June 1st**

- If a team is caught with a rostered player under 21, they will forfeit all games prior to finding and registration fee.
- Team can remain in the league if they dismiss the under 21 players, still forfeiting all previous games.

NUMBER OF PLAYERS - A team consists of 10 defensive players. In addition, a team may play legally with 8 players. A team may not play with more guys than girls. The minimum number of players needed to start and finish a game is 8.

Playing teams must have 8 rostered players to not be considered a forfeit. No more than 2 subs from other teams to make a 10 player roster.

Your required to notify Umpire and Other team.

OUTFIELD LINE WILL BE IN EFFECT. When a female batter is up, ALL outfielders will be required to stay behind the 180-foot line until the ball is hit by the batter. If the ball is hit while an outfielder is in the infield the batting team will be given the option of taking the result of the play or re-playing the pitch. If the pitch is not hit there is no penalty.

OVER THE FENCE HOME RUNS – 3 per team per game, after 3 they are

considered outs, with no runners advancing.

If both teams hit 3 home runs, each team will be allowed another. 1+1 rule, no team can be more than one home run ahead of the other after the 1+1 rule goes into effect. **This rule will be maintained.**

NO BASE STEALING AND NO BUNTING

In Field Fly Rule: a fair fly ball that can be caught by an infielder, pitcher, or catcher with ordinary effort when there are runners on first and second or first, second, and third and less than two outs, WILL BE AUTOMATICALLY CALLED.

Interference: On a double play ball, it is mandatory for the runner going into second to slide or get out of the way, Otherwise the runner and the batter runner will be declared out for the interference. Sliding is never mandatory; the runner must avoid contact.

BATTING - All batters will start with a 1/1 count. Foul balls are considered strikes. No courtesy fouls. **Teams playing with 9, 11 or 13 players will be assessed an automatic out because two batters of the same sex may not bat consecutively without penalty.** In order to eliminate forfeits and allow more game to be played, teams may elect to use the WHEEL and still play.

STRIKE ZONE - Base and mat will count as strike for less ambiguous calls

On a walk to a male batter (intentional or not) the male batter will advance to second base and the following female will bat for herself. All base runners will advance to the next base forced to, on a walk to a male batter. If a male batter is walked and there are two outs, the female may be given the option of hitting or receiving an automatic walk.

Male batters will be hitting a standard 12-inch softball, female batters will be hitting a standard 11-inch softball. The umpire, pitcher, and catcher will work together in making sure the ball is switched between male and female batters. Softballs will be provided by the league; all balls will be marked with the COR (.440 or less) and the compression (375 or under).

Pitch heights are 6' minimum and 10' maximum from ground level. A "Strike Zone" mat will be used. Any legal pitch that contacts the mat will be called a strike. An illegal pitch will be declared by the umpire by using the delayed dead ball signal and verbally stating "illegal." If a batter swings at an illegal pitch, the pitch becomes legal and valid. If the batter does not swing the pitch will be called

a ball.

A RUN AHEAD RULE will be in effect. This rule is used when a team is ahead by 10 after five innings. The trailing team must have a chance to bat in the inning the run ahead rule is declared. If the home team is down by 10 or more runs after hitting in the bottom of the 4th, they will remain at bat becoming the visiting team in the top of the 5th. If they can cut the deficit to less than 10, the game continues with the original visiting team becoming the home team.

COMMITMENT LINE & SCORING PLATE - Once a player crosses the Commitment Line between 3rd Base & Home Plate, they must continue through to scoring plate. The act of touching the scoring plate will act as Home Plate, scoring plate will be located between home plate and backstop, 8 feet away. **DO NOT TOUCH HOME PLATE, IF YOU TOUCH HOME PLATE YOU WILL BE CALLED OUT. THE ONLY EXCEPTION IS WITH AN OVER THE FENCE HOME RUN.**

NO BASEBALL BATS ARE PERMITTED AT ANY TIME, SOFTBALL BATS MUST BE USED. BATS SHOULD HAVE EITHER THE ASA OR USSSA APPROVAL MARKING

NO METAL CLEATS

HALO RULE - Under the Halo Rule, a dead ball out is when a batted ball is a line-drive hit directly at the halo zone or bounces on the ground 3ft in front of the pitcher's mound. The halo zone is an imaginary box measuring 1 foot on each side of the pitching rubber and from the ground up to the height of the pitcher. If the ball hits the ground within 3ft in front of the pitching rubber it will be considered a dead ball out. Any ball landing more than 3ft out is considered a live ball. If it is a line-drive through the halo zone, it is a dead ball out. If a ball is caught by the pitcher in the halo zone, then it is not a dead ball out and the play is live. There will be chalk lines 1ft out on each side of the pitcher's mound and 3ft in front of the pitcher's mound to help with accuracy when calling a dead ball out. Pitchers who step to one side or the other when releasing the pitch WILL NOT be given the benefit of a larger HALO zone. This is a judgement call by the umpire.

Over Play-at the umpire's discretion. Overplay in the outfield will not be called unless a player takes the play away from another player who was obviously waiting to make the catch. Overplay in the infield will be called. No player will move another player off a base or the plate in order to make a play (i.e., shortstop moving player at 3rd base to make a tag play, or pitcher moving catcher to backup up the plate and making play at plate themselves). First overplay per

team is a verbal warning. If same team violates overplay rule again runners advance once base after play is over.

Bases will be 65 feet apart. A double bag will be used at 1st base for safety reasons. A runner must go to the orange bag when a play is being made on them at 1st base. If a runner goes to the white bag and in the judgement of the umpire caused interference or a collision at 1st with the defensive player, runner will be called out and all other runners returned to base they occupied at the time of the pitch. If no play is being made or the runner is rounding the bag going for 2nd, either bag can be used.

Courtesy Runners. A Courtesy runner can be used for any batter during an inning. A player used as a courtesy runner must be the same gender as runner being replaced. A player may be used as a courtesy runner only once per inning. Highly recommended to use the last out. If a courtesy runner on base comes up in the lineup, the runner will vacate the base and bat, the courtesy runner will be called out.

Expected field protocol

We are ALL Adults, for this league to continue **WE ALL MUST** do the following

We are all adults, but keep in mind there are families including young children present at games. Abusive language, harassment or violence will not be tolerated. A player can and will be asked to leave if not acting appropriately or for any kind of fighting or violence, fighting will result in the player(s) involved being removed from the league. Umpire will send an ejection report to the board for review any time an ejection is made,

Home team for the 1st game will be responsible for setting up the field, putting out bases, chalking lines. Between games the home team for subsequent games will ensure any remarking or maintenance is taken care of.

Home team of last game will make sure all equipment is put away and locked up. Trash is picked up, trash cans emptied into dumpster...check list will be provided. If we as a league want to continue utilizing field we must comply.

If your team hits a foul ball out of play or a home run, please make every effort to retrieve the ball. Balls are expensive and the better we are at this, the less we order and help keep fees down the following season.

LET'S HAVE FUN RULE-In the name of playing the game and making sure that the players and teams have fun, the coaches may make MINOR changes to the rules if both coaches and umpire agree, before game starts and the intent of the Softball Rules are followed.

THE UMPIRES DECISIONS ARE FINAL

Rules of Conduct

HRAS Rules Committee:

Robo Wymore, Cara McNulty, Jeremy Cervantes, Jennifer Kendall, Brittany McCaw, Joe Towne

Notes

- Halo rule
- Time limit
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