

CONNECTIONS SOFTBALL LEAGUE

SUPPLEMENTAL SOFTBALL RULES and CODE OF CONDUCT

2024

NUMBER OF PLAYERS

- Teams will play with 10 players on the field.
- A game may start and end with a minimum of 8 players without being declared a forfeit.

TEAM ROSTERS and PLAYER ELIGIBILITY

- All players need to sign the Team Roster to play.
- Each player can only be on a maximum of **two (2)** Team Rosters
- Teams may borrow players on occasion but may not be permanently assigned to more than 2 teams.

EQUIPMENT

- Metal Cleats are NOT allowed.
- No foreign objects allowed on the field (phone, earbuds etc)
- Bats: All bats must be ASA or USA approved regulation SLOW PITCH softball bats (no senior bats)
- Any bat deemed altered or illegal is an automatic out.

REGULATION GAME

- Time Limit—1 hour - **No new inning shall start after 55 minutes.** There is no overtime or extra innings.
- Mercy Rule—A game is complete when a team is leading by 10 runs after 5 innings.

SCOREKEEPING

- Our scorekeepers are volunteers and will be available for most games.
- If no official scorekeeper is available, *the Managers will keep a tally of runs and confer with one another after each inning.*

BATTING/BASE RUNNING

- All batters start with a 1-1 count.
- Substitutions: Teams may bat all players on their team for each 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” in same spot in lineup.
- If a player is late and arrives after the team has batted through the lineup, that player may substitute in for another player, but cannot be added to the end of the lineup.
- Courtesy Runners: Teams may use one courtesy runner per inning. That runner can be anyone in the game or on the bench but if that person is on base and it’s their turn at bat, it’s an out. If the same player comes up twice in one inning, they may use a courtesy runner again.
- The Pitcher can also have a courtesy runner in addition to the one already given.
- 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 to.

HOMERUNS

- Teams are allowed 2 over the fence homeruns more than the opposing team.

- Any over the fence homerun(s) in excess of the maximum equalizer rule will be counted as an out.

PITCHING

- Arc: The ball arc at least 6-feet from the ground before it crosses home plate and shall not rise higher than 12-feet above the ground.
- Halo Rule: If the umpire deems the pitcher is defenseless, the batter will be called out. The glove is NOT considered part of the body.
- What is the Halo zone: If the ball is hit with excessive speed up the middle approx. 1 foot off each side of the pitching plate and two feet above the head, it is considered in the Halo Zone. (Balls on the ground can still be considered Halo if the pitcher is deemed defenseless.)
- This call will be subject to the umpire's perspective. This call will not be protested, argued or subject to discussion. If the Halo markers around the pitcher is no longer visible, the umpire shall make a judgement call the same as if a foul line is no longer visible.
- The pitcher may pitch from within 1 foot behind the strip but not in front of the strip.

PLAYOFFS

- To be eligible for the playoffs a player must have played in at least three (3) regular season games and be an official member of the Team Roster.
- Manager will provide a playoff roster at least three days prior to the start of playoffs and will be matched to the regular season roster and verified that they played in at least 3 games.
- Playoffs will consist of a single elimination tournament for all teams.
- The top seed will play the bottom seed and so forth.
- Tie-breaker rule: Last due up will start on 2nd base when the inning begins.

CODE OF CONDUCT:

The Code of Conduct is a vital part of the league rules and must be strictly enforced to maintain the integrity of the league. This is a zero-tolerance policy, and managers will be responsible for providing warning to the players.

- Participants will refrain from any intent to injure, physical contact or threat of physical contact or any other action that may hurt another individual. Ephesians 4:31-32
- Participants will refrain from using profanity. Psalm 141:3
- Participants will not be allowed to wear jerseys or other clothes that use profanity, vulgarity (obvious or implied) or explicit images. Ephesians 4:29
- Participants will always show respect for opponents and umpires. Matthew 7:12
- Participants will always maintain self-control. Proverbs 25:28
- Participants will refrain from verbal attacks such as badgering, slander, and antagonizing others including players, umpires, scorekeepers and league officials. Colossians 3:8
- Participants will not consume alcoholic beverages on park property or in parking lot Proverbs 20:1

Team Managers are responsible for player and fan conduct.

Violation of the Code of Conduct will result in appropriate consequences according to the severity of the violation and impact on the game. Consequences may consist of warning, player ejection, player suspension and player/team not being asked back to future seasons.

Managers, please provide a copy of these supplemental rules and a code of conduct to each player.

By signing the player roster, all players agree to the code of conduct.

Connections reserves the right to alter or amend the Supplemental Rules with notice to teams.

Any questions or concerns should go through the Manager or League Committee.