



ADULT SOFTBALL *Rulebook*

2025



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1. LEAGUE ORGANIZATION

1. The City of Escalon Recreation Department is responsible for organizing and operating the Adult Coed Softball League.
 2. Teams must play all games as scheduled. Rescheduling is not permitted by teams.
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2. REGISTRATION

1. Registration is available in person at City Hall on a first-come, first-served basis.
 2. All fees must be paid in full at the time of registration.
 3. A completed team roster and signed waivers for each player must be submitted with payment. Incomplete packets will not be accepted.
 4. Registration does **not** include team medical or liability insurance.
 5. All teams must be coed. Players must be at least 16 years old by the first game of the season.
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3. LEAGUE FEES

1. Fees are based on the City's Master Fee Schedule and announced prior to registration.
2. Fees are subject to change.
3. Fees are **non-refundable** after the registration deadline, unless the league is canceled.

4. MANAGER'S RESPONSIBILITIES

1. Serve as the main point of contact with the Recreation Department.
2. Read and understand all league rules.
3. Submit team lineup 10 minutes before each game.
4. Ensure all players are on the verified roster before playing.
5. Update contact info in their online account when changes occur.
6. Complete the registration process, including fees, rosters, and player adds.
7. Submit game scores via TeamSideline.
8. Maintain the **official team scorebook** each game. Inaccurate records may result in forfeits or score disputes.
9. Be responsible for the conduct of their players and spectators.
10. Communicate with umpires on behalf of their team during disputes.
11. Roster changes must be finalized before the end of the first league game. Official rosters will then be locked.

5. GAME RULES

General Play

1. **Game Duration:** 7 innings or 60 minutes, whichever comes first. No new inning after the **57-minute mark**.
2. **Run Rule:** Game ends if a team is ahead by 10+ runs after 5 innings.
3. **Start Count:** All batters start with a 1 ball, 1 strike count. One foul after two strikes is allowed. A second foul = out.
4. **Pitching:** A strike mat will be used. Pitches must be between **6–12 feet** in arc.
5. **Game Ball:** Men will use a **12-inch Incredible® softball**, and women will use an **11-inch hard softball** for all games.
6. **Sliding:** Sliding is allowed at all bases. Flagrant slides will result in an out.
7. **Minimum Players:** A team must start and finish with at least 7 players. Late arrivals may be added, up to 10 players.
8. **Fake Tags:** First offense = warning. Second = ejection. Flagrant tags may result in immediate ejection.
9. **Outfielders** must remain 30 feet beyond infield dirt until the ball is hit. Umpires have final judgment.
10. **Lineups:** May include all rostered players but must follow coed batting rules (see below).
11. **Courtesy Runners:** One male and one female courtesy runner allowed per inning. Must match the gender of the player replaced. If the courtesy runner's at-bat comes up while on base, they are out.
12. **Tiebreaker Rule (No Extra Innings):** If the game is tied at the end of regulation (7 innings or when the 60-minute limit is reached), the game will **end in a tie**. **No extra innings** will be played, including tiebreaker formats. This rule ensures games remain on schedule.

5. GAME RULES (CONT.)

Scoring & Coed-Specific Rules

1. Teams may bat 10 or 12 players.
2. Batting order must alternate male/female.
3. Two or more **females** may bat consecutively. **Men may not bat back-to-back.**
4. You may **not** have more men than women in the infield.
5. To score, runners must cross the **scoring line** in foul territory and **must not touch home plate**. Doing so results in an out.
6. Once a runner crosses the **commitment line**, they may not return to third (except to tag up on a caught fly ball).
7. The defense must touch **home plate with the ball** to record an out at the plate. Tagging the runner after the commitment line results in the runner being safe.
8. If a male batter is walked, the female following him must still hit. No automatic walk is awarded.

Ties & Extra Innings

- If the game is tied after 7 innings and time allows, the **international tiebreaker** will be used (last batted out starts on 2nd base).
- If time has expired, **one additional inning** will be played. If still tied, the game is recorded as a tie.

6. PLAYER EJECTION

1. Umpires may eject players under NSA rules. Not all ejections lead to suspension.
2. A **minimum one-game suspension** is typically applied for:
 1. Fighting
 2. Excessive foul language
 3. Verbal abuse of players, umpires, or spectators
 4. Dangerous play or unsportsmanlike conduct
 5. Any violent act toward another participant
 6. Serious infractions may result in league-wide suspension.
3. Ejected players must **leave the playing area within 60 seconds**. Umpires may allow them to remain in the spectator area, unless misconduct continues.
4. If a player refuses to leave, the game is forfeited by their team and further suspension may follow.
5. If an ejected player or one who leaves the game (due to injury or other reason) cannot be legally replaced, each time their at-bat comes up it will count as an **out**.

7. PLAYOFFS

- 1) Players must have participated in **at least 4 regular-season games** to be playoff-eligible.
- 2) The **top 4 teams** qualify for playoffs.
- 3) Tiebreaker Procedures:
 1. **Head-to-Head Record**
 - a. The team with the better win-loss record in games played between the tied teams will be ranked higher.
 2. **Head-to-Head Run Differential**
 - a. The team with the greater run differential (runs scored minus runs allowed) in games played between the tied teams will advance.
 3. **Total Run Differential**
 - a. The team with the greater overall run differential (runs scored minus runs allowed) across all games played during the season will be ranked higher.
 4. **Winning Percentage**
 - a. The team with the higher winning percentage (wins divided by total games played) will advance.
 5. **Coin Toss**
 - a. If all other tiebreakers result in a tie, a coin toss will be used to determine final placement.

Playoff Format:

1. **Game 1:** 1st place vs. 4th place – Field A, 6:00 p.m. (7 innings or 65 minutes)
2. **Game 2:** 2nd place vs. 3rd place – Field B, 6:00 p.m. (7 innings or 65 minutes)
3. **Championship Game:** Winner of Game 1 vs. Winner of Game 2 – Field A, 7:30 p.m. (7 innings, no time limit)

8. ALCOHOL POLICY

- Alcohol is strictly **prohibited** at all Escalon Recreation Department activities.
- This includes all fenced areas of Hogan Park—ball fields, dugouts, bleachers, and all surrounding areas west of the playground fence.