STILLWATER AREA SPORTS ASSOCIATION (SASA)

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SASA ADULT SLOWPITCH SOFTBALL

Table of Contents

[PROGRAM ORGANIZATION AND ADMINISTRATIVE PERSONNEL 3](#_Toc12505)

[PURPOSE 3](#_Toc12506)

[PHILOSOPHY 3](#_Toc12507)

[SOFTBALL PRACTICES 3](#_Toc12508)

[ELIGIBILITY RULES AND SQUAD COMPOSITION 3](#_Toc12509)

[REGULATIONS AND SPORTSMANSHIP 4](#_Toc12510)

[PROTEST PROCEDURE 5](#_Toc12511)

[LIABILITY 6](#_Toc12512)

[EQUIPMENT 6](#_Toc12513)

[UNIFORMS 6](#_Toc12514)

[PLAYING RULES 7](#_Toc12515)

[APPEAL PLAY 9](#_Toc12516)

COED RULES **…………………………………………..................................................... 10**

COED 7:3 RULES **..........................................................................................................11**

MISCELLANEOUS **.........................................................................................................12**

SPORTSMANSHIP.**........................................................................................................13**

TIEBREAKING PROCEDURES **.....................................................................................13**

# PROGRAM ORGANIZATION AND ADMINISTRATIVE PERSONNEL

The organization shall be known as the SASA Slowpitch Softball Program. It shall be supervised by the Adult Softball Coordinator and her staff under the direction of SASA. The final decisions of anything covered in the Rulebook shall be made by the SASA Board and/or its representative. Be it understood that by registering for this program you accept the purpose, direction and philosophy of the program.

# PURPOSE

The purpose of the SASA Softball program is to provide a recreational sports program for adults. This program is provided in the interest of recreation, socialization, and physical fitness. It is the interest of the program to encourage sportsmanship, skill improvement, and fun through recreational competition.

# PHILOSOPHY

It has been the philosophy of SASA to provide a recreationally based softball program. SASA will provide this recreation program under the following guidelines:

1. SASA will provide a recreational program that is to be participated in for fun.
2. That sportsmanship be shown by individuals and teams.
3. That the program be enjoyable for all teams and players. Poor sportsmanship, foul language and injurious play shall be strictly disciplined.

# SOFTBALL PRACTICES

Practice fields can be reserved by calling the SASA office. All ball fields in Stillwater must be reserved through this office. Only adult softball fields can be used. Lights will not be turned on for softball practices.

# ELIGIBILITY RULES AND SQUAD COMPOSITION

1. The softball program is open to all adults living in Stillwater and surrounding areas provided they are not currently a team member of any varsity or junior varsity baseball/softball team on the college level. Due to the size of this program, SASA reserves the right to make whatever changes in the eligibility requirements that might become necessary.
2. An adult is classified by SASA as anyone who is sixteen years or older. (Must by sixteen years of age or older before September 1.)
3. Teams or players from outside Stillwater will be accepted.
4. A player who changes to another team must wait fourteen days from the time the player is taken off the roster of the first team and put on the roster of the second team before that player will be eligible to participate. When a team completes league play, players that participated in this league may not play in a league which has not yet completed their season. This would be considered using an illegal player.
5. After the season starts, a player who joins a team may play immediately after the player's name is added to the roster, provided that the player has not played with another team.
6. Each roster is limited to twenty players. Teams needing to have more than twenty players will need approval from SASA.
7. Each coach is responsible for their team's roster.
8. **All players must be on a roster. A player may only be on only one men’s roster, only one coed roster, and one coed 7:3 roster. Any player participating in the senior league may also play on a men’s, coed or coed 7:3 team; however, games will not be scheduled around any conflicts.**
9. All players must complete the information on the waiver and sign it on the designated line to be kept on file with SASA.
10. A player who is on more than one roster will be considered a legal member of the team he/she first played with during league play.
11. Any team using an illegal player will forfeit the game protested and the illegal player(s) will be immediately removed from the game. If there is no substitute for that player, an automatic out will be invoked. The illegal player may also be suspended for up to half the total season as determined by the Adult Softball Coordinator. Suspensions will carry over into the next season if needed. Second offense by a team will result in suspension of that team from the league for the remainder of the season. Third offense by a team will result in removal of that team from the league.
12. An illegal player is a player who plays on two or more teams in the men’s, coed or coed 7:3 league, plays when not a member of any roster, plays under an assumed name, or does not fit into any of our eligibility requirements.
13. Illegal players may be pointed out by anyone (fans, players, officials or supervisors). It is important for players to have their pictured ID's. A player without a picture ID at the game will be considered illegal. If a player can be determined to be illegal at the game, the game will be declared a forfeit. If, however, it cannot be decided on the spot, the game will be finished and a decision will be made in the next few days at the SASA Office.
14. SASA staff can check every day for illegal players and reserves the right to forfeit any games resulting from the use of the illegal player(s).

# REGULATIONS AND SPORTSMANSHIP

1. All games will be ruled and directed by the umpires. Unsportsmanlike conduct, abusive or profane language, physical force, excessive protesting, fighting or any other display of unsportsmanlike conduct will not be tolerated. Any individual, player or fan who displays himself in the above manner may be subject to suspension from SASA programs and/or possible arrest. The entire team may be held responsible for the action of any individual player on their roster and their fans.
2. Any player, coach or identified fan of a team that refuses to leave the ball field complex upon the request of the official or a SASA representative within two minutes after being requested to do so, may cause their team to forfeit the game, be subject to suspension from SASA programs, and/or possible arrest.
3. The umpire's decision shall be final on all decisions of fact. Any discussion concerning interpretations of the rules must be made by the coach only. Continued debate after a final decision has been rendered will constitute ejection. There will be no protest on any decision involving accuracy of judgment of the umpire. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor shall any umpire criticize or interfere with the duties of their associates.
4. Any player or team may be suspended from further participation because of unsportsmanlike conduct such as profane language, arguing with opposing players and/or fans, or indulgence in alcoholic beverages at the ball fields.
5. **NO ALCOHOLIC BEVERAGES INCLUDING 3.2 BEER WILL BE ALLOWED ON CITY FACILITIES. NO**

**ALCOHOL MAY BE CONSUMED WHILE PLAYING. UMPIRES SHOULD NOTIFY THE ADULT**

**SOFTBALL COORDINATOR IMMEDIATELY OF ANY OFFENSE INVOLVING ALCOHOL. Coolers or**

**ice chests may be subject to search. If a search is refused, the owner of the cooler or ice chest will be ejected. If the owner is not known, then the team captain will be ejected.**

1. If at any time during the season, an umpire or umpires are forced to stop a game due to the actions of a player(s) or fans, the violating team may be prohibited from any further league play, and their entry fee shall be forfeited.
2. Teams must be ready to play at the starting time set forth on the official schedule. If a team is not ready at the official game time, a forfeit may be declared.
3. At all times the responsibility of the eligibility of players will rest with the coaches.
4. Any team which forfeits two league games during the season may be automatically dropped from the program for the remainder of the season unless SASA is notified during regular business hours at least twenty-four hours before the scheduled game time that a team will not be able to play. A loss will be credited to the team, but this forfeit will not count toward expulsion from the league.
5. Any player or players ejected from the game by the umpire or Adult Softball Coordinator may also be ineligible to participate in the next two games. The ejected player(s) has two minutes to leave the field and dugout area, or their team will forfeit that ball game. If it is the first game of a doubleheader, the ejected player may participate in the second game unless they were told to leave the complex. SASA reserves the right to suspend ejected player(s) for additional games, as deemed necessary by the Adult Softball Coordinator. The Adult Softball Coordinator, event supervisor or umpire reserves the right to remove a player from the ball field complex.
6. Only the coach will be allowed to speak to the umpires about rules, questions, or any other events surrounding the ball game. Any player that does not follow this rule may be ejected.
7. Any player who is wearing an unyielding piece of protective equipment is ineligible to play. If there is a question as to its safety toward other players the equipment must be cleared by the Adult

Softball Coordinator, SASA office or field supervisor. This decision cannot be made by the umpire.

# PROTEST PROCEDURE

1. Rule Infractions:
	1. coach contemplating a protest in violation of playing rules must notify the umpire before the next pitch is thrown of his desire to protest the game. The umpire must then notify the opposing coach that the game is being played under protest. The umpires and supervisors may solve the protest or rule to play the game as is. Either way, the game will continue as the umpire or supervisor rules.
2. Player Eligibility:
	1. coach may protest a player's eligibility at any time during the game. The coach must notify the umpire of his desire to protest the game. The umpire must then notify the opposing coach that the game is being played under protest. The game will then continue unless ruled other wise by the field supervisor. Player eligibility protest does not require a fee.

Protests must be submitted in writing (must include the situation being protested) along with a $100 protest fee to the SASA office within twenty-four hours from the scheduled game time. Weekends will not be included in this time limit.

NOTE: If the protest is granted the $100 will be returned. If the protest is not granted, the $100 fee will be forfeited and deposited in the SASA Account. Judgment decisions of the umpire are not protestable.

# LIABILITY

The program directors, officers, sponsors, coaches, game officials, scorekeepers, or any other supervisory personnel are not responsible for injuries to persons or damages to property. This is entirely the responsibility of persons participating such as players, coaches, spouses and spectators, all of whom participate at their own risk. Each player must fill out an adult participation card and be listed on a team roster.

# EQUIPMENT

1. All leagues will play on seventy foot base paths.
2. The pitching distance for all leagues will be fifty feet.
3. Men will hit the 12-inch softball that is 52 COR, 300 compression in both men’s and coed leagues. Women will hit the 11-inch softball in coed leagues.
4. Any A.S.A. approved equipment is acceptable whether stamped 2000/2004/2013. Game balls will be provided by SASA and are the only balls permitted to be used. All bats must be tested prior to being used in the game to insure that they meet A.S.A. compression guidelines. Bats must also be marked "Official Softball" and have the required A.S.A. approval stamp. They must be taped up the handle at least ten inches from the butt of the bat. The bat shall be free of burrs, dents, and visible cracks. Once the bat has met all the A.S.A. guidelines, an identifiable strap will be place on the bat and must remain there all season. If the strap is removed for any reason, the bat must be tested again. A bat may be retested at the request of the opposing team or by the umpire at any time during the season. Any player who enters the batters box with an illegal bat will be called out for the first offense. The bat will be placed in the concession stand until the end of the game. If a second offense occurs, the batter will be ejected. Manufactured wood bats may be used and do not require an ASA stamp.
5. One warm up bat will be allowed in the circle. Bat warmers are allowed in the dugout.
6. All equipment must be kept off the field and in the dugout.
7. No metal cleats, football cleats, golf shoes, track shoes, open toed shoes or bare feet are allowed during league or tournament games in Stillwater. Soles on shoes must be rubber or flexible plastic.
8. All casts and splints must be padded. Prostheses may be worn. Any equipment judged dangerous by umpire or field supervisor is illegal.

# UNIFORMS

1. Each team should have like colored shirts during league games.
2. Numbers are not required for league games.
3. Any player not having a like colored shirt may be allowed to play, but will be given a warning and asked to comply with the shirt requirement for future games.

# PLAYING RULES

The rulebook of A.S.A. is used for the formulation of the SASA Softball Rules. In some cases, Stillwater league rules take precedent over A.S.A. rules. The following are some of the more common rules or which pertain specifically to SASA softball leagues.

1. Four balls and three strikes along with the infield fly rule will be used in all leagues. A foul ball on the third strike will constitute an out. The batter will enter the batter’s box with a one ball, one strike count. **Home team** will supply the game balls for all leagues.
2. A team must have at least eight players to start and finish or the game will be declared a forfeit. Teams in men’s leagues will not be required to take automatic outs if they have only eight or nine players. Automatic outs will still be used if a player is in the batting lineup and must leave the game (unless a substitute is available). An automatic out will also be used if a player is listed in lineup and is not present or if a participant does not have the proper team shirt. Players who arrive after game begins may be added to the bottom of the batting lineup in order to reach ten players. If there are already ten players participating, the player arriving after the game begins can only be used as a substitute.
3. **The infield will consist of four infielders, not including the pitcher, and the outfield will consist of four outfielders. At no time will an outfielder be allowed to become the fifth infielder or will an infielder be allowed to become the fifth outfielder**.
4. Game time is forfeit time. Lineups must be turned in fifteen minutes before game time. Teams should be on the field ready to play at game time unless the preceding game has not been completed. Even though the preceding game may not have finished, your team must be ready to play at game time or the game may be considered a forfeit. If the opposing team requests that extra time be given to the team short players, an extra five minutes will be allowed. However, the game will be shortened the length of time given to acquire additional players.
5. No inning will be started after fifty-five minutes has been played. An inning in progress when time expires will be completed unless the home team is at bat and is ahead. After the third out of an inning the umpire will look at the game clock. If any time is remaining on the clock, a new inning will be started. Exception: If the score is tied when fifty-five minutes has been played and the home team has batted, the game will continue until the tie is broken. The home team will always have the last bat.
6. In case of bad weather, the game will count and be official if five full innings have been played (four and a half innings if the home team is ahead); OR if forty-five minutes has been played, we will go back to the last complete inning to determine the final score. Rescheduled games will be replayed from where it ended. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored an equal or greater number of runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.
7. Run rules: 20 runs after 3 innings; 15 runs after 4 innings; 10 runs after 5 innings.
8. There will be no infield practice after the first inning.
9. When the defensive player has the ball, or is about to catch the ball and the runner remains on his feet and crashes into the defensive player, the runner will be called out. If a player is attempting to make a double play from any base and the runner does not move out of the way, the runner will

be called out. For example, if an infielder has either tagged second base or caught the ball at second and turns to make a throw to first base, the runner must either get down or get out of the way. If the runner does not, then the runner going to first base will be called out. Another example would be if the first baseman catches the ball for the first out and a runner leaves third base to go home, the batter/runner that was put out at first base must move completely out of the way of the throw coming home. If the batter, runner stops and is in the line of the throw, the runner from third base will be called out. If the act is determined to be flagrant by the umpire, the runner will also be ejected from the game. If a defensive player is fielding a thrown ball and the throw takes him into the path of base runner, this would not be a crash. If ball, runner and defensive player all arrive at same time and contact is made, it is incidental contact and no call is made.

1. Any player throwing a bat may be called out; a warning may be issued by the umpire before calling batter out. Hitting a player or umpire with a thrown bat will result in an out and a possible ejection from the game.
2. The home team is the team indicated first on the schedule. The home team will occupy the third base dugout.
3. The pitching distance for all leagues is fifty feet.
4. A pitched ball must be delivered with an arc of at least six feet from the ground, not exceeding ten feet.
5. The pitcher must take a position with both feet on ground and with one or both feet in contact with pitcher's plate. The front of pitcher's body must face batter. This position must be maintained at least one second before starting pitch. The pitcher must deliver ball toward home plate on the first forward swing of pitching arm past the hip with an underhand motion. The pivot foot must remain in contact with the pitcher's plate until ball leaves hand. If a step is taken, it can be forward, backward, or to the side as long as pivot foot is in contact with pitcher's plate and the step is simultaneous with release of ball. The pitcher shall not attempt a quick return of the ball before batter has taken his position or when batter is off balance as a result of pitch. Infraction of rule is an illegal pitch and a ball is called.
6. Offensive conferences: There shall be only one charged conference between the coach and batter or runner in an inning. Coach is ejected if insisting on another charged conference.

Defensive conferences: There shall be only one charged conference between the coach and each pitcher in an inning. A second charged conference will result in removal of pitcher from pitching for the remainder of the game.

1. The batter must have both feet completely within the lines of the batter's box prior to pitch. He may touch the lines, but no part of foot may be outside lines prior to the pitch. If the batter is outside the lines during the pitch, the ball is dead and a strike called. The batter is out if an entire foot is touching the ground completely outside the lines of the batter's box when he hits a ball foul or fair. If the batter’s box is not clearly defined due to the chalked being wiped away from play, it is the umpire’s discretion to determine if the batter has stepped out of the batter’s box. The batter is out if any part of a foot is touching home plate when the ball is hit foul or fair.
2. Teams may use a full batting line-up if desired. If a team shows up with more than ten players, they may bat them all but are not required to do so. For example, if a men’s team showed up with fourteen players they could place all fourteen in the batting lineup. Any ten could play defensively. However, if a player must leave the game for any reason their spot in the batting order would be an automatic out unless the team has a substitute. A substitute would be a person who has not been listed in the batting lineup and has not yet played. A substitute can enter the game for a

starter; the starter can come back into the game for the substitute in the same batting position. Once the substitute leaves the game they cannot return.

1. Local ground rules: A fielder should raise both arms over head to show that a ball has rolled or bounced into dead ball territory. Do not touch the ball until umpire gives approval. Touching ball in dead ball territory may result in forfeiture of dead ball status and ball remaining in play.
2. Blood Rule: Player cannot participate if there is blood flow from a wound. Player must be removed. Umpire will stop game and give up to two minutes to cover wound; if it takes longer game will continue without player. You can make a legal substitution for player; if you have no legal substitution, the player would be called out if unable to bat; if the base runner, we will allow a courtesy runner (can be used one time per inning). If a player must change shirts due to blood on jersey, any type shirt is allowed since player originally had a legal shirt.
3. Teams will be allowed to use a courtesy runner one time per inning. Any player in the batting order may be courtesy runner. If the courtesy runner comes to bat while on base, they would be called out as a runner and would then take their turn at bat. A female runner must be used for a female and a male runner for a male in coed leagues.
4. There will be an over the fence home run limit in all men’s and coed leagues. Home run limits will be listed at the bottom of each league schedule. **There will be a seven (7) homerun limit in men’s league one, five (5) homerun limit in men’s league two, and five (5) homerun limit in all other leagues.** The batter that hits the homerun is only required to touch first base in all leagues. In men’s league one, once the homerun limit has been reached by both teams, then it will go up one at the beginning of the next inning when the additional homerun will be available for both teams. Any ball hit out of the park must be retrieved by the team that hit it.
5. No base stealing or leading off bases will be allowed in coed or men’s leagues.
6. All leagues will use a double first base.
	1. A batted ball hitting the white portion of base is fair; a batted ball hitting the colored portion is foul.
	2. Whenever a play is being made on the batter/runner, the defense must use the white portion and the batter must use the colored portion. If a fielder or batter fails to touch the correct portion, it is the same as missing the base entirely and the runner will be called out. The umpire may give one warning if desired. On extra base hits, the batter/runner may teach either base. When returning to first base, the runner may touch either base
	3. On any force out attempt from the foul side of first base, or an errant throw pulling the defense to the foul side of first base, the defense and the batter/runner can use either the white or the colored portion.
	4. If a batter/runner touches only the white portion and collides with the fielder about to catch a thrown ball, the batter is out, dead ball, and all runners return to base last occupied at time of interference.

# APPEAL PLAY

1. TYPES: There are four major appeal plays: A. Missing a base.
	1. Leaving a base on a caught fly ball before the ball is first touched (does not have to be caught).

* 1. Batting out of order.
	2. Attempting to advance to second base after making the turn at first base.
1. ALIVE: In all games, an appeal can be made during a live ball by touching the base missed or left too soon on a fly ball, or by tagging the runner committing the violation, if he is still on the playing field.
2. DEAD: In all games the dead ball appeal can be made once time out has been granted. Any defensive player, with or without the ball, can make a verbal appeal on a runner missing a base or leaving a base too soon on a fly ball. The administering umpire should then make a decision on the play.
3. WHEN: Appeals must be made
	1. Before the next pitch, legal or illegal.
	2. Before all infielders (including the pitcher) have left their normal positions (crossed the foul line).
	3. Before the umpire has left the field of play.
	4. MORE THAN ONE APPEAL: More than one appeal play may be made, but guessing games will not be allowed.

## COED RULES

1. A.S.A. rules will be used except when overruled by the local rules.
2. A coed team will consist of five male and five female players. Teams can play with eight or nine players. A coed team will be required to take one automatic out if they do not have the required 10 players.
3. There may be instances where men will bat back to back if a team is short female players.
4. If a team playing with eight players has their ninth and/or tenth player arrive late, that player must substitute into the batting order and keep the male-female rotation. If late player can be added to the bottom of the batting order and keep the rotation, this will be done.
5. If a team does not have five male players, it will be permissible to fill in with female players. Male players will not be allowed to fill in for female players. A team may never have more than five males on the field, but a team can have more than five females. A team must have three female players to play.
6. The infield will consist of four infielders, not including the pitcher, and the outfield will consist of four outfielders. At no time will an outfielder be allowed to become the fifth infielder or will an infielder be allowed to become the fifth outfielder.
7. Coed defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions. Once determining positions, the players must be stationed anywhere on fair ground, except the catcher. If playing with less than ten players, the alternating of males and females in the infield/outfield and pitching/catching positions must continue to occur. If discovered using the wrong number of females or males in the infield or outfield after the next pitch or play, all action stands. If discovered before the next pitch or defense has left the field, if batter hits safely and all runners advance the play stands. If batter and runners do not all safely advance, batting team has option of taking play or batter is awarded first base and all runners advance if forced.
8. The lead off batter may be male or female but the batting order must alternate. If males inadvertently bat back to back, the second male would be declared out. Exception: See rule three.
9. Teams may use a full batting line-up if desired. If a team shows up with more than ten players, they may bat all of them in the lineup provided they have equal numbers of males and females. For example, a team that shows up with eight females and seven males could bat fourteen ---seven females and seven males. The extra female could substitute in at any time for another female. Teams are not required to use the full batting lineup. If a player must leave the game for any reason, their spot in the batting lineup would be an automatic out unless the team has a substitute player.
10. Male players must allow the female players to make the play when the ball is hit in their area; it is permissible for a male pitcher to make the play at home plate. This rule does not prevent the male from backing up the female players nor making the double play. Violations of this rule will result in awarding the batter first base. If a female makes no effort to field a ball, runs away from the ball, or gives up her attempt to field a hit ball, a male may make the play. Umpires will be concentrating on males who step in front of a female waiting for a fly ball or fielding a grounder. Note: This rule will not be enforced in Coed I league (Coed I-II if leagues are combined).
11. Any walk to a male batter will result in a two base award. The next batter (a female) will bat unless there are two outs and then the female batter has the option to walk or bat.
12. Although it is legal to slide into a base, the male players must make every effort to avoid collisions that might injure the female players. Intentional or flagrant violation of this rule will call for automatic expulsion from the game.
13. Game balls will be provided by HOME team and are the only balls permitted to be used. Women will hit 11-inch, men 12-inch softballs 52 COR, 300 compression.

## COED 7:3 RULES

1. A.S.A. rules will be used except when overruled by the local rules.
2. A coed 7:3 team will consist of seven males and three female players. Teams can play with eight or nine players, but all three females are required to play. A coed 7:3 team will be required to take one automatic out if they do not have the required 10 players.
3. The infield will consist of four infielders, not including the pitcher, and the outfield will consist of four outfielders. At no time will an outfielder be allowed to become the fifth infielder or will an infielder be allowed to become the fifth outfielder.
4. Females cannot bat back-to-back in the batting order and no more than three men can bat backto-back in the batting order.
5. If a team playing with eight players has their ninth and/or tenth player arrive late, that player must substitute into the batting order and keep the required rotation. If late player can be added to the bottom of the batting order and keep the rotation, this will be done.
6. If a team does not have seven male players, it will be permissible to fill in with female players. Male players will not be allowed to fill in for female players. A team may never have more than seven males on the field, but a team can have more than three females. A team must have three female players to play. No exceptions!
7. Coed 7:3 defensive positioning shall include at least one female in the infield and one female in the outfield. If a female is pitching, then a male must be catching. However, a female is not required to catch if a male is pitching. Once determining positions, the players must be stationed anywhere on fair ground, except the catcher. If playing with less than ten players, the alternating of males and females in the infield/outfield and pitching/catching positions must continue to occur. If discovered

using the wrong number of females or males in the infield or outfield after the next pitch or play, all action stands. If discovered before the next pitch or defense has left the field, if batter hits safely and all runners advance the play stands. If batter and runners do not all safely advance, batting team has option of taking play or batter is awarded first base and all runners advance if forced.

1. Teams may not bat more than ten players. Substitutions are permitted. If a player must leave the game for any reason, their spot in the batting lineup would be an automatic out unless the team has a substitute player. Male players may not be used to substitute for female players.
2. Any walk to a male batter will result in a one base award unless there is a female batting next in the lineup. If a female is batting next in the lineup, the male batter will be awarded second base. The next batter (a female) will bat unless there are two outs and then the female batter has the option to walk or bat.
3. Male players must allow the female players to make the play when the ball is hit in their area; it is permissible for a male pitcher to make the play at home plate. This rule does not prevent the male from backing up the female players nor making the double play. Violations of this rule will result in awarding the batter first base. If a female makes no effort to field a ball, runs away from the ball, or gives up her attempt to field a hit ball, a male may make the play. Umpires will be concentrating on males who step in front of a female waiting for a fly ball or fielding a grounder.
4. Although it is legal to slide into a base, the male players must make every effort to avoid collisions that might injure the female players. Intentional or flagrant violation of this rule will call for automatic expulsion from the game.
5. Game balls will be provided by HOME team and are the only balls permitted to be used. Women will hit 11-inch, men 12-inch softballs 52 COR, 300 compression. If a ball is hit out of the park, the team that hit it out must retrieve the ball.

## MISCELLANEOUS

1. Officials will be provided by SASA and reserves the right to change officials during the game if necessary. Any team who is unhappy with an official should contact the Adult Softball Coordinator or may write a letter or call the SASA office to fill out a report stating why they are unhappy with that official. The officials are continuously being watched for their performance on the field and your help will be appreciated.
2. There will be no refunds on entry fees after league schedules have been drawn.
3. The consumption of 3.2 beer or other alcoholic beverages while participating in any SASA Softball game is prohibited. Players in violation of this rule shall be removed from the game. A second offense in the same game is forfeiture of that game. A team will be reviewed for possible expulsion from the league for continued abuse of this rule.
4. All jewelry such as wrist watches, bracelets, rings, any type of earrings (including studs), neck chains and bandanas or any other item judged dangerous by the umpire may not be worn during the game.
5. Please keep an eye on your children!

## SPORTSMANSHIP

1. Poor sportsmanship will not be condoned. Any derogatory remarks to umpires, scorekeepers, coaches, players or fans of the opposing team by players or coaches may result in suspension from play and/or forfeiture of the game.
2. Any player, coach or fan engaging in fights or any other flagrant unsportsmanlike conduct before, during or after the game may be suspended indefinitely. This shall cover all unsportsmanlike conduct such as obscene gestures or profane language or appearing at the ball fields under the influence of alcoholic beverages.
3. Any player or coach engaging in fights during the game may cause their team to forfeit that game. The team will be put on probation and the player may be suspended for the remainder of the season.
4. Any coach or fan ejected from the ball field must leave the entire complex within two minutes upon the request of the umpires and/or SASA Supervisor or Adult Softball Coordinator. Failure to comply may cause their team to forfeit that game. Any coach or fan ejected from the ball fields may not return until given permission by SASA. Failure to leave will be considered trespassing.

## TIEBREAKING PROCEDURES

There will be no play-offs at the end of the season. All ties will be decided by the following steps:

1. Fewest forfeits during league play. Any team with a forfeit is automatically eliminated from award consideration.
2. Head to head competition.
3. Total run difference in head to head competition.
4. Fewest runs allowed against teams involved in tie.
5. The average of fewest runs allowed per game during the season.
6. Coin flip will be the final decision if all other options remained tied.