
Mellennial Sports

Men's Softball

10 v 10 Mens Softball Rules

Summary

- 15 players (10 males) on the field maximum
- Mellennial Sports will provide game balls, all teams are responsible for retrieving foul balls and home run balls. If someone were to loose a game ball they will have to pay a 10\$ replacement fee.
- Bats must have ASA/USA sticker
- Pitching- ASA arc Pitch, 6-12ft
- Face mask mandatory for pitchers! No exceptions!
- 46ft feet in distance to pitch from home plate
- ASA/USA composite bats
- ASA Softballs
- All players present on each team are required to bat
- No Bunting
- 1 foot mandatory in the batters box (2 feet out will result in automatic out)
- No metal cleats
- Each player must play 2 games in order to be eligible for playoffs (If you do not have enough players, you must play with the amount of players you have) 8 Players needed to play, then automatic out each for the two players missing. If you have 9 players, then it is automatic out in the missing players spot
- No Subs allowed during playoffs (unless injury)
- Game will consist of 7 innings or the league specified time at (an hour and five mins minutes) whichever comes first
- Games will consist of extra innings if the game is tied after 7 innings and time permits (Playoffs)
- Mercy Rule: 4th inning (15) 5th inning (12) 6 inning (10) run rule
- No homerun limit
- Games will consist of 7 innings with 5 full innings needed to be called an official game. (Unforeseen circumstances, (etc.) (4 and a half innings if the Home team is leading)
- In case of Rain delay before the end of the 5th inning or 4 and a half innings if the home team is leading, then the entire game is replayed. Rain after the 5th inning, then we refer to the last complete inning and will result in the game being finished.
- All players must arrive on-time to avoid forfeiture of game(Game time is forfeit time)
- All games will start on schedule time, with 15 minutes are being the forfeit time!

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- If your team has 10 players at game time, the game starts. If you have 9 players, you do not have to play until forfeit time. Players who arrive after game starts can be entered in at the end of the batting order.
 - Teams can bat up to 15 players
 - If a ball is hit and hits or goes in the soccer goals or benches it is consider a double. (Player must put their hands up as a sign to let umpire know)
 - If the ball bounces over fence in fair territory, it is considered a ground rule double.
 - All Softball games are RAIN or SHINE (unless hazardous conditions)
 - Any unsportsmanlike conduct will result in that player/team being suspended/removed from participating in future Mellennial Sports, at the discretion of Mellennial Sports umpires.
 - 8 minimum players to be able to start the game without forfeiting.
 - 1-1 count, courtesy foul,
 - In field fly rule- if someone is on base and there is a fly ball in the infield it is a automatic out
 - Strike zone- if the ball hits the plate, or the Matt behind it. It's considered a strike
 - Each player has to play 2 regular season games to be eligible for playoffs

Forfeits - Required Players

Mellennial Sports stresses that you **do not** forfeit. Your teammates and opponents count on you to have a full team and competitive game. At check-in, inform Mellennial Sports umpires if you **a)** know that your team will be short players for your game or **b)** expect to field a full team, but are currently short players. Umpires will help make sure that a game is played, whether official or scrimmage, on every field.

Forfeit Penalties and Notification

- First Offense: Loss of game
- Second Offense: Loss of game and removal from the playoffs
- Third Offense: Removal from the rest of the schedule and no refund
- If you know in advance that your team is going to forfeit a game, you **MUST** contact us at least 3 hours prior to your game time. If your decision is not made until after, you should still try to contact Mellennial Sports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.
- There is no additional penalty if you show up short-handed (and need to add other Mellennial Sports players to field a full team) if you are using more then 2 players from another team it is considered a forfeit but still able to play the game.
- Once Mellennial Sports is notified you are forfeiting, it is official, and the other team will be notified.

Questions for the Umpire: only the team captain is allowed to ask the head umpire for rule clarification. If it is a judgment call, the Umpire can confer with each other and the team captains for discussion, but players and/or captains are not allowed to question judgment calls.

Game Cancelations

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- Softball Leagues may be cancelled due to dangerous weather conditions, facility constraints or other unforeseeable reasons. Mellennial Sports will not cancel games unless absolutely necessary, so you should always assume games are on unless you receive notification. If the games are cancelled, Mellennial Sports will notify all players via text and social media.

Start of Game

- Umpire will have two captains have a coin flip at the beginning of every game. (Besides playoffs, better record will have home field advantage)
- Winning captain selects if they would like to take the field first or bat first (home or away team)
- Each Team must present a Line-up at this time
- Each Softball Captain should inquire about Home Runs and Ground Rule Doubles

Clock Time

- A Softball game will consist of 7 innings or the league specified time limit whichever comes first
- Inning will be played if the game is tied after 7 innings and time permits (Playoffs)
- The last inning will always be completed
- To keep the game moving there are no warm-up pitches between innings, teams should hustle on and off the field. A pitcher will be allowed three warm-up pitches during their first inning taking the pitcher's mound
- Please give yourself plenty of time to warm up prior to the start of your game

Subs

- Each non-roster sub must pay a \$20 sub fee and sign the waiver prior to the start of the game (Subs will wear own t-shirt closely matching team colors)
- No Subs allowed during playoffs

Subs have up until week 5 of regular season for play off eligibility

* If there is any medical, injury, or relocation of a team player you must provide proof to Mellennial Sports before replacing a player in that player's absence

* If a team needs to replace a player within weeks 1-3, the replacement player must pay a three game sub fee (\$60) to be eligible to play the entire season (regular and play offs)

* After week 6, replacements are not able to be added if your team can field the minimum of 6 players to play a game

Equipment

- Mellennial Sports will supply Softballs, Bases, and safety equipment
 - Catchers are strongly encouraged to wear a mask at all times while behind home plate
 - Pitchers must wear face masks (Mandatory)
- PLAYERS MUST supply their own Gloves and Composite Bats
 - Gloves must be worn at all times while playing the field
- Optional equipment includes:
 - Cleats (no metal spikes)
 - Batting Gloves

Number of Players in the Field

- The maximum number of players on the field is 10 players.

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- Teams cannot have more than 6 players in the infield (including the pitcher and catcher)
 - Outfielders must start at least 10 yards behind the infield and remain there until the ball is hit
 - A player arriving late may be added to the bottom of the line-up

Number of Players in the Batting Order/Line-up

- All players present on each team are required to bat
- A player in the batting order does not have to play the field but a play in the field must be in the batting order
- No players can be dropped from the batting order without extenuating circumstances or injury.

Batting Out of Order

- If the error is discovered while the incorrect batter is hitting, then the correct batter will assume the ball/strike count of the incorrect batter
- If the error is discovered when the batter reaches base safely and the error is discovered, the correct batter will be called out and all runners will return to their original bases
- The opposing team must make the umpire aware of player batting out of order before a pitch is made to the next batter. If not, the incorrect batter stays on base.

Pitching

- ASA Arch pitch
- An "illegal pitch" will result in a ball, unless a batter swings
- If a batter swings anyway the ball is live however the outcome of the swing will be called.

Foul Ball

- 1-1 count, courtesy foul ball is applied

Base Running

- A courtesy runner may be used in the case of an injury.
- Retouch rule: player must notify umpire that they are retouching base
- Pinch runner: Last reported out, guy for guy. Girl for girl, unlimited.
- No Leading or Stealing, both of these infractions will result in the base runner being called out
- A runner who moves more than two steps out of the base path is considered out
- Runners must avoid fielders attempting to field a hit
- Runners must also avoid 1st and 3rd base coach, if not will result in the runner being out and ruled as interference.
- A runner who is hit with a ball in fair territory will be ruled out (runners interference)
- If a fielder is blocking a base waiting to receive a throw the runner will be ruled safe (fielders interference)
- A Ball thrown out of play will result in the runner being awarded the base they are advancing towards.
- If ball touches opposing teams glove, bat, etc. the player will be able to advance a base. (So please keep equipment in dugouts and gates closed)
- It is the runners responsibility to avoid collision as much as possible (Malicious intent will be considered unsportsmanlike conduct)

Sliding

- Sliding is allowed when arriving at any base (No Sliding head first at home base)

Infield Fly Rule

- Any fly ball within the infield with significant height and deemed an easy catch with less than two outs and runners on 1st and 2nd or bases loaded.
- The runner is called out and the play is dead

Sportsmanship

- Here at Mellennial Sports our ultimate goal is for you to have fun. Please keep this in mind while participating. While games may become intense, please maintain sportsmanship. Any behavior or abusive language to another player or umpire, and is considered unacceptable by the umpire, may result in suspension or ejection from a game or the league

Throwing Softball Bats

- A warning will be issued to players who throw their bat after hitting the ball
- Following occurrences will result in the batter being called out

Standings/Ranking

- Ranking Points (Win: 3, Tie:1, Loss: 0)
- Win Percentage
- Head to Head
- Points Against