



S O F T B A L L L E A G U E R U L E S

UPDATED ON 2/03/25

Section 1 – ASA

1. Except where otherwise specified in these rules, the TAP shall use the most recent edition of the ASA (Amateur Softball Association) rules for co-ed slow-pitch play.

Section 2 – Eligibility

1. All players must be at least 18 years of age by opening day.
2. All players must work at or be a spouse/significant other of a paid TAP company.
3. All players must have signed the team waiver, or the individual waiver.

Section 3 – Team & Roster

1. Teams must consist of a minimum of fourteen (14) players, with at least two (2) of each gender. There is a maximum number of twenty (20) players a team may have on its roster.
2. All rostered players meeting the Eligibility requirements must complete the registration providing a TAP company email address (either their own or from their spouse).
3. Rosters will be set once the mid-point of the season concludes. After that point teams cannot add to their roster. Players that are added after the first game still must play in 50% of all of the team's games in order to be eligible for the playoffs. Individual cases will be considered if a player cannot play in 50% of the game due to a medical reason, requests must be sent to the Commissioner.
4. Teams found to be playing with a non-roster player will forfeit the game. A second offense will result in the team forfeiting the remainder of their games and being disqualified from the playoffs.
5. Teams may use players from other TAP teams to avoid forfeits in the regular season. (A maximum of 2 players from other teams).

Section 4 – Uniforms, Equipment, Field

1. TAP will provide all single wall alloy bats for the games. For male & female batters, either wood (non-modified) or TAP-provided single wall alloy bats will be allowed. Players will be allowed to bring their own wood (non-modified) bats to hit. TAP is not responsible for any damaged personal wood bats.
2. TAP will reserve the field for all games.
3. The runner's safety base must be used at first base for plays at 1st base. Reference **Section 14 – Running** for details.
4. All games will be played with TAP-provided regulation 12 inch softballs.
5. Closed-toed shoes are required. Metal cleats or spikes are not allowed.
6. Players must provide their own gloves.
7. Players must wear their provided TAP softball shirts for the game, or a similarly colored shirt. This rule does not apply for borrowed players from other teams to avoid forfeits.
8. Any ground rules regarding obstacles or out-of-play areas may be decided upon by the umpire prior to the game, and communicated to the respective team captains.
9. Foul lines shall be marked and will be explained by the umpire before each game.

Section 5 – Field / Equipment Maintenance

1. The home team is responsible for:
 - a. Setting up the strike mat, bats and balls from the storage locker behind the back stop. (Code 1997) Belongs to TAP. (1st home team if 2 games played that day).
 - b. Picking up and storing the strike mat, bats and balls in the storage locker behind the back stop. (2013) Belongs to TAP. (2nd home team if 2 games played that day).
 - c. Rakes available in Storage Shed (5102). **PLEASE RETURN ALL SUPPLIES TO SHED AFTER USE; THIS DOES NOT BELONG TO TAP!**
 - d. Dragging the field immediately following their game. (2nd home team if 2 games played that day).
 - e. Both teams are responsible for providing their own trash bags and removing any team trash that is created by the team. 1st Offense will be a warning to the team captains. 2nd Offense will be result in team being removed from the league for the remainder of the season.
2. The home team must sit on the 1st base side.

Section 6 – Umpires

1. There will be one umpire for all regular season games.
2. There will be one umpire for all playoff games.
3. The judgment of the umpires shall be final and binding. Players making any derogatory comments or questioning balls and strikes will be subject to ejection by the umpire. Player or players may face suspension at discretion of Commissioner.

Section 7 – Ejections, Suspensions and Conduct

1. General. Unsportsmanlike conduct, either on the field or within the confines of the field, will not be tolerated. This applies to teams, individual players, coaches and spectators. Violators are subject to appropriate action by the Commissioner including suspension or expulsion from the team and / or the ball park.
2. Any coach or player ejected from a game by an umpire will be suspended for their next game.

Section 8 – Game Length

1. The game will consist of 7 innings, or 6.5 innings if the home team is leading.
2. Flip-Flop Rule/Mercy Rule. The mercy rule is in effect during regular season play and tournament play except for the championship game. The flip-flop rule is in effect- if the home team is behind by 10 runs going into the last inning, then the home team will become the visitor in the last inning and any extra innings. Mercy rule-A team ahead by 12 runs after 4 ½ or 5 innings will be declared the winner.
3. In the event of a tie, the game will proceed using ASA International extra inning rules:
 - a. In the event of a tie 1 extra inning will be played. If at the end of the extra inning the teams are still tied then the game will be over with each team getting credit for a tie game in the standings.
 - b. Starting in the top of the 8th inning the offensive team shall begin its turn at bat with the player who is scheduled to bat first in that respective inning being placed on 2nd base.
4. All games suspended before 5 innings have been played (4 ½ if the home team is winning) will be picked up from the point of interruption.

Section 9 – Forfeits

1. When your team forfeits a game, all the players on your team are considered “not playing” in that game. This will be used when meeting eligibility requirements for the playoffs.
2. When the opposing team forfeits a game, all the players on your team are considered to have played the game. This will be used when meeting eligibility requirements for the playoffs.

Section 10 – Divisions / Schedule

1. The league will consist of one division. Each team within the division will play each other team once.
2. Teams will be given a 10 minute grace period for the first scheduled game of the day. Teams must start the game once they have 8 players. There is no grace period for the 2nd game of the day. If teams do not have 8 players at the scheduled time the game shall be a forfeit.
3. In the event of inclement weather the Commissioner can cancel games up until 3:45pm. If no decision has been made by 3:45pm the decision to cancel the games is made by the umpires at the field.

Section 11 – Playoffs

1. All players must play in at least 50% of their teams played games during the season to be eligible for the playoffs, unless a medical wavier has been granted.
 - a. If their team forfeits a game that counts as a missed game.
 - b. Team captains are responsible for tracking the games played / playoff eligibility of all players on their teams, and providing it at the conclusion of the regular season to the commissioner and umpire.
2. If any team forfeits 3 or more times during the season the Commissioner will decide if that team is eligible to play.
3. All teams will make the single elimination playoffs.
4. Seeding will be based on overall winning percentage. In the event that two or more teams have the same winning percentage the following tie breakers will take place.
 - a. Head to Head
 - b. If three or more teams are tied it will be based on how each team did vs. the league from top to bottom.
5. All regular season rules are in effect during playoffs. The mercy rule is NOT in effect for the championship game unless the team losing invokes it after the 5th inning.

Section 12 – Fielding

1. Each team may field up to ten players, no more of eight of whom may be of one gender. A team with only one player of each gender may play only nine fielders. A team with no players of a gender shall forfeit.
2. Players may change field positions at any time.
3. Any active roster player may substitute for any fielder at any time.
4. No fielder may obstruct a runner from advancing the bases. If called, the umpire will award the runner a number of bases necessary to nullify the obstruction.
5. Infield fly rule: If there are fewer than two outs and runners are on first and second, and the batter pops up the ball to the infield, the umpire shall shout "Infield fly!" If the ball drops in fair territory to the infield, the batter shall be called out. If the ball drops in foul territory and is not caught, then it is considered a foul ball. This rule is intended to prevent intentional fielding errors to force runners into a double play.
6. Each team must have at least 3 outfielders a minimum of 20 feet from the infield dirt. Teams can have one short fielder within 20 feet of the infield but the short fielder may not begin play within the infield dirt. As soon as the ball is hit outfielders can move in. Teams with fewer than 10 players on the field cannot have a short fielder.
7. All players who bat must play a minimum of two innings in the field, except for the designated hitter.

Section 13 – Batting and Batting Penalties

1. Each team shall make their batting order available to the opposing team prior to the start of the game.
 - a. Once set at the start of the game, the batting order must remain the same throughout the game. All players bat even if they are not in the field that inning.
 - b. Late arrivals can be added to the bottom of your batting order until the point where all batters have hit once, but they still must play 2 innings in the field to avoid a forfeit.
2. Teams with at least 10 players in the line-up but with only one player of a particular gender will be penalized 1 out each time through the line-up.
3. If a team fields a team of less than 2 of each gender, there will be an out applied each time through the lineup. There will be no penalty for fielding less than 10, provided that the team has at least 2 of each gender. If only one gender is present at the start of the game, it will be considered a forfeit.
4. Each team may have one designated hitter, but it is not required. This player is not required to play the two innings in the field but may still bat. A team must still be able to field the 8 players in the field to avoid a forfeit. The designated hitter shall be known to the opposing team and the umpire prior to the start of the game, and the designated hitter shall be the same player for the duration of the game.
5. All batters will begin with a count of one ball and one strike (1-1).
6. A foul ball with two strikes is an out.
7. Intentional Walks - If an intentional walk is issued, the batter who is being walked will be awarded 2nd base. The following batter, regardless of gender, will have the option of either hitting or talking a walk. The umpires call on all intentional walks is final.
8. If a player bats out of order and the error is caught by the opposing team while still at bat, the correct batter will take the original player's place at bat and resume the current count. If the incorrect batter reaches base and the error is caught by the opposing team the batter will be called out. However, the opposing team must alert the umpire to the error before the first pitch is thrown to the next batter.
9. If a batter misses their at bat it will count as an out except in the case of an injury. If a batter misses their at bat due to injury then it does not count as an out.
 - a. A batter that misses an at bat is NOT permitted to reenter the game in the field or at bat.
 - b. A substitute player may replace a batter that misses an at bat as long as they were not in the lineup previously. A substitute player must still play 2 innings in the field.
10. If a catcher interferes with a batter's swing the batter is automatically awarded first base.
11. Traditional bunting is not permitted, and will count as a foul, however, players may execute a "swinging bunt".
12. There is a 3 home run limit per team at either field. Additional home runs will result in a walk with the batter advancing to first base. If runners are on base after the 3rd homerun is hit, they will advance one base only if it is a force situation (treated as a walk).
13. At Clough field, any ball that rolls or bounces into the woods will be a ground rule double unless the umpire deems that the runner was past 2nd when the ball went into the woods in which case the umpire will award the runner with the next base from the last one touched. Any ball that travels to the woods in the air will be a homerun.

Section 14 – Running

1. A runner will be called out if he interferes with a ball in play unless said ball is first touched by a fielder or the runner is on base, if he is forced to a base that is tagged by a fielder, if he is tagged directly by a fielder, if he leaves a base before a pitch crosses home plate, if he passes a runner who precedes him in the batting order, or if he leaves the base paths to avoid being tagged.
2. Runners must give themselves up if necessary to avoid collisions with fielders. Intentional collisions will result in ejection from the game.
3. Leading or Stealing is not allowed.
4. Base runners cannot leave the base until the ball is hit by the batter. If caught leaving the base early, the runner will be called out. Umpire has complete discretion and will make the final call.

5. There is no advancement on a wild pitch.
6. Runners advancing to first base must use the right /orange “safety base,” where available while fielders must use the white base. In the event of a ball hit to the outfield, and the runner intends to advance to second, he may round the base using the white base.
7. A runner may overrun first base without penalty. However, the runner may be tagged out in the event of an aggressive move towards second base.
8. Sliding is allowed.
9. Runners and fielders may use the strike mat and home plate for plays at the plate.
10. Pinch runners will be allowed in the event of an injury where the player is physically unable to continue to participate in the game. Injured player will not be allowed to reenter into the game. There are no other circumstances where pinch runners may be used. There are no courtesy runners.
 - a. In the event of an injury, the pinch runner will be the person who made the last out regardless of gender.

Section 15 – Pitching

1. The pitching mound should be as close to 50 from home plate as possible.
2. The pitcher must start with at least one foot on the pitching rubber.
3. A legal pitch is delivered to the plate with at least one foot on the rubber.
4. The pitch must arc to at least six (6) feet in height but no higher than twelve (12) feet, as judged by the umpire and must contact home plate or the “strike mat” provided by TAP. If the ball is caught before it hits the “strike mat” ,the call will be the judgment of the umpire. Any pitch that contacts home plate will be considered a strike.
5. Any pitch that does not fit this description and is not hit by the batter shall be called a ball.
6. A ball that slips out of the pitcher’s hand during the wind-up is a “no-pitch,” and the runners may not advance.