



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

UPDATED ON 4/28/17

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.

Section 3 – Team

1. Teams must consist of a minimum of fourteen (14) players, with at least two (2) of each gender. There is no maximum number of players a team may have on its roster.
2. Rosters will be set once a team plays 25% of their games. 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.
3. Teams found to be playing with a non-roster player will forfeit the game.
4. 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 each team with up to 20 tee shirts. Teams needing additional tee shirts will be responsible for payment.~~
1. TAP will provide all bats for the games. Non TAP bats will not be allowed. **Players may NOT use their own bats.**
2. TAP will reserve the field for all games.
3. The runner's safety base shall be used at first base.
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. 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.
8. Foul lines shall be marked and will be explained by the umpire before each game.

Section 5 – Field / Equipment Maintenance

1. ~~Home team is the first team listed on the schedule.~~ The home team is responsible for:
 - a. Picking up and storing the bats and balls from the storage bin (4357)
 - b. Rakes available in Storage Shed (5102). **PLEASE RETURN ALL SUPPLIES TO SHED AFTER USE; THIS DOES NOT BELONG TO TAP!**
 - c. Dragging the field immediately following their game.
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 two umpires for all playoff and all-star games.
3. The judgment of the umpires shall be final and binding.

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. Mercy Rule. The mercy rule is in effect during regular season play and tournament play except for the championship game. Any team up 12 or more runs after 5 innings of play (4½ if the home team is winning) shall be awarded the win. The Mercy Rule waives the minimum innings played in the field rule.
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 (4/12 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 16 team division. Each team will be scheduled to play every team 1x.~~
1. The league will consist of four 4 team divisions in two leagues. Each team within a division will play each other 3 times. Each team will play each team in the other division in the league 1 time. Each team will play one team in each of the other divisions in the other league one time.
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 3pm. If no decision has been made by 3pm 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. Unless a medical waiver has been granted.
 - a. If their team forfeits a game that counts as a missed game.
2. If any team forfeits 3 or more times during the season the Commissioner will decide if that team is eligible to play.
- ~~3. The top 12 teams will make the playoffs. The top four teams will receive a bye in the first round.~~

3. The top two teams from each division and two wildcards from each league will make the playoffs. The top team in each division will get a first round bye.
4. Seeding will be based on overall winning percentage. In the event that two or more teams are 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 except the Mercy Rule. The mercy rule is NOT in effect for the championship game unless the team losing invokes it after the 5th inning.

Section 12 – Home Run Derby

1. A Home Run Derby will be held after the TAP Championship Game.
2. Team captains will select one player from their team to participate in the Home Run Derby. The order will be randomly chosen.
3. Each participant can choose their pitcher.
4. Each participant gets 5 outs to hit as many home runs as possible. An out is any swing that does not result in a home run.
5. The participant with the most home runs wins.

Section 12 – All Star Game

- ~~1. An All Star Game will be played after the TAP Championship Game.~~
- ~~2. The captain of the team with the #1 seed will be the Captain for the American League Team and the captain of team with the #2 seed will be the Captain for the National League Team.~~
- ~~3. The American League Roster will come from teams that finish the regular season standings in 1st, 3rd, 5th, 7th, 9th, 11th, 13th, 15th.~~
- ~~4. The National League Roster will come from teams that finish the regular season standings in 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th.~~
- ~~5. Team captains will select two players from their team (at least one of each gender) to be on the All Star team.~~
- ~~6. Each team will have a roster of 16 players.~~
- ~~7. A coin flip will determine the home team.~~
- ~~8. All regular season rules are in effect except the Mercy Rule. The mercy rule is NOT in effect for the All Star game.~~

Section 13 – 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 in the space at all times. As soon as the ball is hit outfielders can move in. Teams **will 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.

Section 14 – Batting and Batting Penalties

1. Each team shall make their batting order available to the opposing team prior to the start of the game.
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. All batters will begin with a count of no balls and one strike (0-1).
5. All batters will only be allowed one foul ball once they have two strikes (one to waste rule).
6. 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.
7. All team members on the game roster must be placed in the batting order, but the batting order must remain the same throughout the game. All players bat even if they are not in the field that inning.
8. Late arrivals can be added to the bottom of your batting order at any time but they still must play 2 innings in the field to avoid a forfeit.
9. 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.
10. 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.
11. If a catcher interferes with a batter's swing the batter is automatically awarded first base.
12. Traditional bunting is not permitted, and will count as a foul, however, players may execute a "swinging bunt".
13. There is a 5 home run limit per team at either field. Additional home runs will be outs.
14. 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 **base** next base from the last one touched. Any ball that travels to the woods in the air will be a homerun.

Section 15 – 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.
5. There is no advancement on a wild pitch.
6. Runners advancing to first base must use the right "runner's base," while fielders may 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 are allowed once a player gets to first base. Batters that get a pinch runner are still permitted to bat and play the field.
 - a. The pinch runner will be the person who made the last out regardless of gender.

Section 16 – Pitching

1. The pitching mound should be as close to 50 from home plate as possible.
2. The pitch 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 feet in height but no higher than 10 feet, as judged by the umpire, and must strike home plate or the “strike plate” provided by TAP. If the ball is caught before it hits home plate or the “strike plate” the call will be the judgment of the umpire.
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.