



Arena Slow Pitch Softball Rules

- All batters start with a 1 ball 1 strike count (1:1)
- All games are 50 minutes in length or 6 innings, whichever comes first. If the 50 minutes expire we will finish the inning.
- Each team will bat two innings before switching to defense. Thus once you hit three outs in your first of the two innings, the bases are cleared and the next batter is up. This is only for the first two innings.
- All players on the hitting team must stay behind the protective netting including the on-deck batter.
- Only players and rostered coaches are allowed on the field.
- All pre-game warm ups are to be done on the field.
- There will be a 5 run per inning rule (no exceptions)
- There is a 10 run slaughter rule after the top of the 6th inning.
- The team trailing in score going into the final inning will bat first.
- There are free substitutions on defense, but batting line-up must stay the same.
- There are no more than 6 warm-up pitches allowed for a new pitcher and 4 for a returning pitcher between innings.
- There is a no collision rule, so players must avoid contact. However, sliding is not recommended.
- A ball hitting the ceiling in fair territory is considered live to play/catch.
- Any ball caught off of the netting without touching the ground is an out.
- Catchers must wear protective gear.
- There will be no courtesy foul ball; any combination of a strike and a foul will result in an out.
- No Bunting.
- No stealing or leading off.
- A ball thrown off the field is a dead ball and the runner is granted one base.
- A ball in play that is thrown into the net is a dead ball; runners do not advance. Any ball that hits the glass is still in play and is a live ball.

- All equipment is to be kept in the dugout.
- Please reference the Pony League Rules for a list of the accepted bat dimensions.

A.S.A. Rules will be used for rules not stated

****** A.S.A. Rules Bellow**

PLAYING RULES AND EQUIPMENT

ALL GAMES WILL BE PLAYED UNDER **A.S.A. RULES** UNLESS OTHERWISE STATED ON THE LEAGUE SCHEDULE OR LISTED BELOW.

1. A team may start a game with as few as 6 players. The line-up will be one through six or the number of players available to start the game. The remaining positions will be recorded as outs. If additional players arrive at the field, they must be inserted into the line-up in the next vacant position until the 10th position is filled. The 12-run rule will be in effect from the first inning through the entire game for the team beginning with less than 10 players. The COED line-up will be alternating male/female (see general COED rules, page 11). 5

2. ELEVEN or TWELVE PLAYER BATTING RULE

Managers/Coaches have the option of putting eleven or twelve (11 or 12) players in their batting line-up. This option must be declared before the start of the game. The umpire and the official scorer must be notified before the game begins. Once the game begins, the eleventh or twelfth player cannot be added or dropped. COED league has 12 player option, consisting of one male and one female, and must maintain the alternating male/female rotation.

3. If a team loses a player in the course of the game due to injury or for any reason other than an ejection, and has no eligible substitute, that batting position becomes an automatic out. If a team loses a player from the game by ejection and has no eligible substitute, the game shall be declared a forfeit.

4. There will be open substitution by defense; any 10 players may play defense at any time. A substitution only occurs when there is a change in the batting line-up. A team may play with a minimum of 6 players defensively, regardless of the number of players in the batting line-up.

5. 3-2 RULE

Two strikes will be an out and three balls will be a walk.

6. FOUL BALL RULE

Under the 3-2 count, the 2nd foul ball after the first strike will be an out.

7. PITCHING MOUNDS AND BASES

All leagues will have 65-foot base paths and use the 50-foot pitching rubber.

8. RE-ENTRY RULE

The re-entry rule will be in effect for all adult leagues. Any of the starting players may be withdrawn and re-entered into the batting order once, provided they always occupy the same position in the batting order whenever in the game. A substitute player may enter the batting order only once and continue batting until removed. Note: Courtesy runners are not allowed.

9. 12-RUN RULE

A 12-run rule will be in effect for all adult leagues. The game is over and shall be declared so by the umpire after 4 1/2 complete innings if the home team is 12 or more runs ahead or after 5 complete innings if either team is 12 or more runs ahead. This rule applies at the beginning of the game for a team which starts the game with fewer than 10 players. The game is over immediately after the team with fewer than 10 players is behind by 12 runs. The inning is not completed.

10. TIME LIMIT

One hour time limit for all leagues. A new inning must begin if any time remains. Any inning started must be completed (Exception: See 12-Run Rule, page 5). No new inning will be started after the time limit has expired. Extra innings can be played to determine a winner if time remains. 6

11. Pitching arc must reach a height of 6 feet from the ground and not exceed 12 feet from the ground. No illegal pitch will be called aloud by the Umpire, only a Ball or a Strike.

12. Game balls: All leagues will use any color stitch .44 CORE (375 compression) ball. Optic yellow balls are recommended for the Men's 50 & Over League.

A. Men's A, B, C, Duffer, 50 & Over, and Church: Any .44 CORE (375 compression) 12" ball.

B. Women's League: Any .44 CORE (375 compression) 11" ball.

C. COED: Ball will alternate between male and female players: 12" for males, 11" for females

Note: Teams are responsible for ensuring the correct type of ball is used at all times. If the ball is discovered to be illegal prior to the batter hitting the ball or after a foul ball, then the ball is tossed out of the game. If the ball is discovered to be illegal after the batter reaches base, the batter is called out and the ball is tossed out of the game.

13. Teams will hit their own balls in all games played.

14. Bats must be 2011 ASA Certified Bats. The 2011 ASA Certified Bat list is posted on www.asasoftball.com (for further bat restrictions for COED leagues, refer to COED rules page 11). If a team suspects an illegal bat is being used by an opposing player (or team), it should be brought to the

umpire's attention. The umpire on the field will make decisions on the legality of any bat used. Questionable bats may be disallowed. In the case that an umpire allows or disallows a bat for use, this action will be a judgment call and is not protestable. Players found to be using an illegal bat will be called out by the umpire (if the player reaches base), the player will be ejected from the game and is suspended from the next 2 games.

15. Shoes with metal spikes are not allowed in any league. Only shoes with rubber or plastic molded soles will be allowed.

16. While not mandatory, chest protectors and masks are recommended for catchers.

17. Visible jewelry is not allowed. (Exception: Stud earrings, while not recommended, are allowed). Players who fail to remove jewelry after a warning from the umpire will be subject to ejection and a 2-game suspension.