



## Official Xoso Coed Softball Rules

### Honor Code

Xoso Coed Softball is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Alcohol is no longer permitted at the field.

1. **This is an adult SOCIAL league - relax, have fun, and don't be too serious!**
2. **All players must be registered, paid, and at least 18 years of age.**
3. **By registering and signing the Xoso Release of Liability form, players agree that Xoso and its staff will not be held responsible or liable for any injuries occurring as the result of participation in any Xoso Activity.**

### Field

1. The field is a standard Softball Field.
2. The pitching area is located directly between 1st and 3rd base.

### Equipment

1. All players must wear closed-toe shoes. Sandals are prohibited.
2. No metal cleats allowed.
3. ASA Regulation, 0.44 COR, 375 lb. maximum compression softballs will be provided.
4. **Official single wall aluminum softball bats will be provided. Outside bats are allowed, IF they are ASA approved, single wall, one piece aluminum bats and IF they are shared with both teams. Xoso reserves the right to exclude bats at our discretion. NO COMPOSITE BATS.**
5. **Players provide their own gloves.**

### Teams

1. Team rosters generally consist of 12 – 14 members, with at least 4 of each gender.
2. A maximum of 10 players on the field during play. **At least 4 of the 10 spots in the field must be held by women. If only two women are present, the team must play with two less people in the field (so 8 fielders) If three women are present, the team must play with one less person in the field (9 fielders).**  
When playing 10 fielders, there must be 2 men and 2 women in both the infield and outfield. Exception: Non-Binary players may play in either infield/outfield and therefore the 2/2 outfield rule would not be possible to meet.
3. A team must have at least 2 of each gender AND six total players to prevent a forfeit.
  - a. Each team will have 5 minutes from the scheduled game time to meet the minimum attendance rule.
4. Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at <http://www.xososports.com/page/sub-registration>
5. A player may only play on one playoff team. If rostered on multiple teams, they will need to choose one team to play with for playoffs and may not switch teams if their chosen team is eliminated.

### Game Play

1. All players must bat, alternating between genders. Any persons identifying as Non-Binary may bat in any batting position.

2. Each team must be able to provide a written lineup if asked by the Head Umpire or the other team.
3. The "batting" lineup may not change unless a player is removed from the game.

### Regulation Games

1. A regulation game consists of 6 innings, time permitting.
2. In the Last Inning, the team with the lead will always kick last. This means that if the "home" team is losing going into the final inning, they will remain up to bat/kick, starting fresh with 0 outs to begin the Last Inning. In the playoffs, if extra innings are needed, the team that leads off the Last Inning (before extra innings), will continue to lead off the top of subsequent innings.
3. If the game ends in a tie, then the game is a tie. The only exception is when, time permitting, both team captains and the umpire agree to play an additional inning.
4. The team leading after the last full inning will be declared the winner.
5. A game may not last longer than one hour unless both teams, the umpire, and the schedule permit it (i.e. no game following).
6. A game called after 40 minutes of play due to time shall be considered regulation.
7. If a game is "called" before 40 minutes, every attempt will be made to make up the game.
8. If the game is unable to be made up, it will be considered a tie.
9. **Mercy Rule:** A team losing by 12 or more runs may opt to end the game.
10. For the purposes of tiebreakers, no team shall win or achieve a differential of more than +10, even if the team won by more than 10 runs.

### Forfeits

1. Teams will be given a 5 minute grace period.
2. Teams that fail to abide by their scheduled game time will forfeit their game.
3. A team that uses a player not on their roster will forfeit their game.
4. A team that registered as a team that uses a player under 18 will forfeit their game.
5. Any team that forfeits two or more games will be ineligible for the playoffs.

### Fielding

1. The fielding positions : Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders.
  - a. Outfielders must be at least 30 feet behind the baselines when the ball is hit.
  - b. No player may advance beyond the 1st/3rd base diagonal before the ball is hit otherwise it is a ball.
2. A maximum of 10 players on the field during play. **At least 4 of the 10 spots in the field must be held by women. If only two women are present, the team must play with two less people in the field (so 8 fielders) If three women are present, the team must play with one less person in the field (9 fielders).**
3. In the event that a team is short players, they may place defenders at any position on the field they see fit.
  - a. If a team has 8 or more players, there is a max of 2 men in the outfield.
4. There is an 8 run limit per inning except in the last inning where there is no limit.

### Pitching / Catching

1. Pitching must be underhand. No "Fake" pitches, and no fast-pitching. Make sure the batter is ready.
2. A pitch will be considered a strike if it lands on home plate or on the rubber extension behind home plate.
3. The pitch must be at least 6 feet tall and no more than 10 feet at it's peak, with a noticeable arc, otherwise it's an "illegal" pitch. Batters may still swing at illegal pitches.
4. Walking a male batter in the final inning will result in a "double" with the batter on 2nd base. If there are 2 outs in the final inning, it will also give the following female batter a choice of taking a walk, or batting.
5. Hitters may choose to hit a ball even if it is a ball.
6. The pitcher must remain at or behind the pitching line until the ball is hit.
7. The catcher must be at least three feet behind home plate until the ball is hit.

## Hitting

1. All batters must swing from within the batter's box. If they hit a ball while out of the box the batter shall be called out.
2. Bunting is NOT allowed. Batters must take a full swing.
3. Throwing the bat is NOT allowed, neither in frustration nor after a hit. Players will be given a warning, then a yellow card, and then a red card.

## Running

1. Courtesy runners of the same gender will be allowed, one per inning. The runner should be the furthest from being up to bat.
2. Runners must stay in the baseline. If a runner leaves the baseline they are considered out.
  - a. A runner's baseline is established **when the tag attempt occurs and is a straight line from the runner to the base to which he or she is attempting to reach**. It is important to note that in order to enforce this rule, the defense must attempt to tag the runner.
3. Fielders must stay out of the baseline UNLESS making a play on the ball.
  - a. Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.
  - b. If a fielder obstructs a runner in the baseline, the runner safely advances to the base they were approaching.
  - c. Since fielders have a right to occupy any space needed to catch or field a batted or thrown ball, runners are not given the "right of way" on the bases. If a runner is adjudged to have interfered with a defensive team's efforts, then the runner can be declared out for interference.
4. Fielders making a play on a base must lean out of the baseline when making a play on the bag.
5. Leading or stealing is not allowed. A runner leading off a base before the ball is hit is out.
6. There is absolutely no sliding (nor diving) at any base. It will be considered an automatic out.
7. Runners must run to the safe base at 1st and at home plate (if available). Runners going to first may choose to step on the bag if there is no play at first and they want to run to 2nd.
  - a. There will be a force out at home once the runner has crossed the halfway point (commit line). No tag outs at home.
    1. Runners may run back to 3rd base after crossing the commit line in order to "tag up".
8. Purposefully throwing the ball at a runner is prohibited. If the runner is hit with a thrown ball the runner is NOT out, and the ball is still "live".
9. If a runner is not on a base and is touched by a batted ball before a fielder makes a play on it, then the runner will be ruled out.
10. All ties go to the runner.
11. Tag ups are allowed.
  - a. A runner may "Tag Up" by touching their original base after a ball has been touched by a fielder. They may then try to run to the next base if they choose to do so.
12. On an out of bounds ball the runner may advance to the base they were approaching plus one extra base.
  - a. Out of bounds is considered outside the fence, behind the dugout, behind the backstop, or in the street.
13. If runners are on 1st and 2nd base with less than two outs and a pop fly is hit in fair territory in the infield, an "infield fly" shall be called, meaning the batter who hit the ball is out. Runners may advance at their own risk.
14. When a runner on 1st or 3rd base wants to avoid standing on the line with a pull hitter up, they can stand in foul territory during the at-bat, but they must re-tag the base prior to advancing to the next base. The runner MUST inform the umpire before the batter is pitched to, so the umpire is watching for the re-tag.
  - a. If a ball is caught and the runner is off the base in foul territory, they can not be "doubled up" and ruled out. They must have entered fair territory on contact in order to be forced out before tagging up.

### **Ball in Play**

1. Once an infielder has the ball in control the umpire may call time and runners may not advance. If a runner has advanced past the halfway point, they may proceed to the base. If not, they must return to the last base they crossed.

### **Fouls**

1. Fouls are separate from strikes.
2. 3 fouls is an out.
3. A foul is:
  - a. If not touched by a fielder in fair territory, any ball that first contacts the field in foul territory beyond first or third base is considered foul.
  - b. Any ball that first contacts a fielder while the ball is in foul territory is considered foul.
    - i. A ball that lands in foul territory but travels into fair territory before passing 1st or 3rd base is FAIR, unless touched by a fielder in foul territory before passing the base.

### **Strikes**

1. 2 strikes is an out.
2. A strike is a pitch that lands on home plate or the rubber extension behind home plate.
  - a. The ball must be at least head level off the ground, but less than 4 feet above the head of the batter (at its peak) to be considered a strike. This call is the umpire's decision, do not argue the height of the pitch.
3. Any swing that misses the ball.

### **Balls**

1. 3 balls is a walk.
2. A ball is:
  - a. A pitch that fails to hit home plate or the rubber extension behind it.
  - b. A pitch that is not at least head level, or is more than 4 feet above the batters head at its peak.
  - c. Any catcher coming within three feet of home plate before the ball is hit.

### **Outs**

1. An out occurs when:
  - a. 2 strikes.
  - b. 3 fouls.
  - c. A runner tagged by a ball at any time while not touching base.
  - d. A runner leading off a base.
  - e. A force out when a runner is forced to run.
  - f. Any batted ball that is caught in the air.
  - g. Running to the non-safe home plate base.

### **Injuries**

1. All players must hit, but do not have to field.
2. Courtesy runners of the same gender will be allowed, one per inning.
3. Additional pinch runners will only be allowed if a player does not return to the game or to maintain the male/female batting order if there is a limited number of one gender.
4. Pinch runners must be of the same gender if possible. If not, the opposite gender runner will take the spot furthest from scoring.

### **Officiating**

1. **Only team captains may dispute calls with the Officials.**
2. All decisions by Officials are final, with the head umpire having priority.

3. Any player who commits the following infractions shall be declared out at the Officials' discretion:
  - a. No player shall use abusive language.
  - b. No player shall engage in any unsportsmanlike conduct.
  - c. No player shall argue with a Xoso staff member or Official.
  - d. No player shall intentionally throw at any player's head.
4. Any player who breaks the above rules twice in one match shall be ejected.
5. Any player ejected twice in a season shall be removed from the league.
6. Umpires have complete authority and may:
  - a. call a time out;
  - b. call off a game because of weather or other reasons;
  - c. penalize or eject a player, including game ejection, for any reason.
  - d. ejected players must leave the field for the duration of the day in question.
  - e. Umpires may make rulings at their discretion at the time of the play. These rulings will not necessarily become part of Xoso's official softball rules.

### **Sportsmanship and Cards**

1. Any player or team may be removed from the league for the remainder of the season, and denied registration for subsequent seasons due to unsportsmanlike conduct at the complete discretion of Xoso if it is in the best interest of the league.
2. Officials and Xoso staff members may give **YELLOW** and **RED** cards at their discretion for unsportsmanlike conduct without prior warning.
  - a. Games will be whistled to a stop to issue the card.
  - b. Suspensions as a result of YELLOW/RED cards may be reviewed by Xoso staff members who may alter or amend punishment as they deem necessary.
3. **Warnings, Yellow Cards, and Red Cards**
  - a. **Warning:** No suspension, but if conduct is repeated there should be a card given.
  - b. **Yellow Card:** Player must sit out the remainder of the current GAME. The team shall play minus one player for the remainder of the game.
  - c. **Red Card:** The player in question shall be ejected from the remainder of the current GAME and the following GAME. The team shall play minus one player for the date the player received the card. The following week the team may play full strength but without the player in question. The player must leave the premises. Two Red Cards for any player in a season shall prevent that player from participating in or registering for any Xoso league for one year.
  - d. 2 Yellow Cards = 1 Red Card
    - i. A player receiving two Yellow Cards on the same day (before, during, or after a game) will result in a Red Card and immediate ejection from the game, and facility.
4. If a **Yellow** or **Red Card** results in a team's inability to meet the 2/2 gender requirements to play in a game it shall count as a forfeit for said team. If it prevents the offending team from meeting the 3/3 gender requirement the offending team will begin down a run as stated earlier.
  - a. The forfeited game or match shall count as suspension time served for the offending player.
  - b. If the opposing team must forfeit it shall also count as suspension time served.
5. **Some Potential Causes for Cards**
  - a. Drug and alcohol use on or near the playing court/field
  - b. Arguing calls, especially by non-captains with other players, referees, or Xoso staff members.
  - c. **Throwing a bat, either in frustration or after a hit.**
  - d. Unsportsmanlike communication between opposing teams, both verbal and non-verbal:
    - i. Arguing, yelling, pointing, questioning, misleading or confusing the other team with incorrect rules, swearing and other foul language.
      1. Warnings should be given to BOTH teams at first.
    - ii. Moving in an intentional or threatening manner, physical abuse or posturing shall result in an immediate RED CARD.

- e. Foul language or behavior directed towards referees, spectators, players, or Xoso staff members.
- f. Intentionally throwing a ball at a referee, Xoso staff member, or spectator.

### **Protests and Disputes**

1. Protests and disputes must be filed on paper with the Xoso staff member on site or by email on the day in question.
2. Team captains may dispute the final score of a match or the receipt of a Yellow or Red Card for a team member by explaining in detail their reasoning.
  - a. Disputes based on referees judgement calls (safe, out, etc.) will not be heard.
  - b. Only rules explicitly outlined in this document shall have grounds for reversal.
  - c. The initial ruling shall be considered accurate, and the burden of proof shall rest with the captain filing the protest.
3. The Xoso staff shall consider all protests and may request additional information/perspectives from other players and witnesses in the interest of making the proper determination and ruling on the protest.

### **Playoffs**

After 55 minutes of play, each team will start the next inning with a runner on second base. Each team may choose to have a male or female start on second; however, the runner must alternate genders every inning. Please note that if the batting team chooses to start with a man on 2nd base, a man may still lead off batting in that inning. A woman will then have to start the next inning on second base. “Last Inning” rules still apply.

If it is tied after two extra innings, the outcome of the game will be decided by rock, paper, scissors to avoid having games play indefinitely due to ties. If time allows, the championship game will play additional innings before the rock, paper, scissors comes into play.

All other playoff scenarios that occur will be treated on a case-by-case basis by the Sports Director. The Sports Director has the final say on any disputes and will treat each situation in the fairest and most logical way.

Please email Xoso at [comeplay@xososports.com](mailto:comeplay@xososports.com) if you have any questions about these rules.

**These rules may be modified as needed to make the league more fun for everyone.**