

JYSA Adult Modified Coed (6/4) Slow-Pitch Rules

JYSA Adult Slow Pitch League is volunteer run, and while all complaints will be considered, JYSA strongly encourages the 24hr rule when confronting a league commissioner. All reasonable solutions are welcome, but final outcomes will be at the JYSA board and commissioner's discretion. This is FOR FUN; no end of season trophies or rings will be awarded. Please be considerate of all players', fans', league officials' and our volunteers' time. Please leave the ball fields in better condition than when you arrived.

The United States Slow-pitch Softball Association (USSSA) shall govern all play, with the following exceptions and clarifications.

Roster

- Minimum of 10 and a maximum number of 20 players allowed on a team roster, with a minimum of 4 female players listed on the roster.
- A Modified Co-Ed team consists of 10 players, 6 men and 4 women; however, 5 men and 5 women will be allowed. Teams may bat 7 men and 5 women or 6 men and 6 women.
- Teams may start a game with 8 or 9 players without taking an out.
- Players must be at least 16 years of age at the start of the season.
- Players can only be on one roster for the league. If a team needs a sub from another team, they must get permission from the opposing team manager and umpire before the start of game. Failure to do so will result in forfeit if opposing team chooses to protest.
- As of the beginning of the 2nd calendar week of the season AND regardless of the number of actual games played or not played, rosters are due. Rosters must be filled out completely. Teams that do not complete rosters will forfeit previously played games until the rosters are completed/submitted.
- Additions to the rosters will be allowed until the end of your 6th scheduled game. Rosters will be frozen at the conclusion of the 6th game.
- A player must be put on the roster before the start of the game in order to play that evening.

Officials

An umpire will be provided by JYSA to officiate all games. It will be the umpire's responsibility to coordinate and run the games, which include the following tasks:

- Umpire governs all game play and issues all final rulings.
- All Bats MUST be inspected and approved before gameplay. Only bats with a legible ASA or USSSA stamp can be used. Umpire has the final authority in approving bats.
- Starting game on time.
- Calling outs, balls, strikes and ball game.
- Settling all disputes or disputed calls.
- Calls Timeouts.
- Call a game due to darkness, rain, or lightning.
- Penalize a player, including game ejection, for any reason. This includes but is not limited to, unsportsmanlike conduct, fighting, delay of game, or excessive verbal abuse.
- Only ONE (1) captain per team may dispute calls. The team captain must be established at the plate meeting prior to start of game.

- Team scores will be reported/recorded in Team Sideline.
- The umpire has the right to eject any member from the game engaging in unsportsmanlike conduct. (See “Discipline”)

Field/Equipment

- Games will be played on Justin Field #1.
- The distance between bases will be 60 feet.
- JYSA will NOT provide any equipment.
- Each team is responsible for providing game balls. Men must use an official USSSA 12” softball (.40 COR 325 Compression), stamped Classic M with the USSSA stamp and logo. Women must use a USSSA official 11” softball (.44 COR 400 Compression), stamped Classic W with the USSSA stamp and logo.
- Any member caught using a non-approved bat will result in that member being called out. Any and ALL runs scored during the members at-bat (the at-bat when the bat is identified as illegal) will be null and void.
- Metal Cleats are NOT ALLOWED.
- Teams are not required to be in uniform.

Game Clock

- Regulation game length is 55 minutes or 7 innings, whichever comes first.
- The game time is indicated on the schedule. Teams must be ready to start the game within 5 minutes of the scheduled game time. Forfeit time is 5 minutes after the scheduled game time.
- Game will be called once time expires, in the event of a tied game and time expires while an inning is in progress, teams will finish the inning.

Gameplay

- Home or Away teams are indicated on the schedule.
- The team captain is responsible to bring up any issues (protest players, illegal bats, etc.) that can be addressed prior to the start of the game (or as soon as they are noticed).
- There are no tie breakers. (See “Game Clock”)
- Team captains are responsible for ensuring batting orders are exchanged before the start of the game.
- It is the responsibility of both teams to maintain their respective line-ups.
- If a team plays using the 6/4 format, a female must bat 1st, 3rd, 5th and 7th (and 9th if playing 7/5). Men must bat 2nd, 4th, 6th, 8th, 9th and 10th (2nd, 4th, 6th, 8th, 10th, 11th and 12th if playing 7/5). A team CANNOT play 7/3. Teams may bat 4-4, 4-5, 5-5, 6-4, 7-5, or 6-6.
- A team must play at least 8 members and no more than 10 on the field.
- Field positions must include a pitcher and catcher.
- A team must have a minimum of four females and four males on the playing field and batting lineup at all times. If not, a forfeit will be declared against the offending team.
- On Defense, teams must have at least two females in the outfield and two females in the infield.
- Teams can start the game and finish the game with 8 players. If a team falls below 8 players, then it’s a forfeit.

- Any player who shows up after the game has started shall be added to the end of the batting order.
- Substitutes are permitted, providing the substitution is a rostered team member and females are substituted for females and males for males.

Pitching

- Pitching distance is 45 feet from home plate.
- Pitches must be with an underhand motion and have an arc between 3 and 10 feet from point of release with a max height of 10 feet, otherwise the pitch is an illegal pitch and will be considered a “ball”.
- Pitchers are encouraged to wear protective masks.
- A hitting screen may be utilized per team’s discretion.

HALO RULE in effect:

- The Halo zone is an imaginary box measuring 1 foot on each side of the pitching rubber, extends out 2 ½ feet towards the plate, and from the ground to 1 foot above the pitchers head. If pitcher runs forward or is out of the halo zone, the Halo Rule is not enforceable.
- A dead ball out (no runners shall advance) is called when a batted ball is a line-drive hit directly at the halo zone.
- If the ball hits the ground prior to 2.5 ft in front of the pitching rubber, it is a ground ball regardless if the pitcher is in the halo zone.
- Pitcher is not protected if the ball is hit outside of the halo zone.
- This call will be subject to the official’s perspective. This call will not be protested, argued or subject to discussion from either team.
- If the same batter is called for Halo infraction twice in a game that player will receive an offensive ejection. (See “Discipline”)
- If at any time the umpire feels a ball was intentionally hit into the Halo zone, the batter will be immediately ejected.

Batting

- Teams may have up to a maximum of 2 more men than women or a maximum of 2 more women than men on their batting lineup.
- Men will hit the 12” ball. Women will hit the 11” ball. Teams should have a base coach switching balls in and out with the pitcher as needed.
- A batter begins each plate appearance with the count of 1 ball and 1 strike.
- A batter will receive 1 courtesy foul. The batter is out if a batter hits a second foul ball after two strikes and the ball will automatically be dead.
- Bunting is illegal. Any bunted ball will be considered a foul ball.
- Male Homeruns - 3 and 1 up single rule - Once both teams hit 3 male homeruns each, any team can hit 1 male homerun that allows the other team the opportunity to hit 1. Male homeruns hit over by the same team will count as a single until the opposing team hits a homerun.
- Females have unlimited homeruns and do not count towards 1 up rule.

- If a male batter walks before another male batter, he is awarded 1st base only. If he walks in front of a female batter, he is awarded 2nd base and the female batter behind can take a walk.
- Each half inning will end based on 3 outs or 7 runs, whichever comes first. Scoring can be as normal play if both teams agree at the plate meeting.

Running

- No stealing. A runner who leaves the base prior to the batter making contact with the ball will be called out.
- No sliding into first base. A slide into first will result in an automatic out.
- All overruns must be made on the safety base (if available). Failure to do so may result in an out.
- Each team can have one courtesy runner, per gender, per inning, after the batter reaches 1st base (female for female and male for male). No second courtesy runners will be granted, even if an injury occurs. If the courtesy runner is on base and their spot in the lineup comes up to bat, the batter will be considered OUT.

Revised Run Rule

- Ahead by 20 after 3rd inning
- Ahead by 15 after 4th inning
- Ahead by 10 after the 5th inning

Inclement Weather

- JYSA may, at its option, cancel games and/or shorten the regular season due to weather.
- Games canceled due to inclement weather will not be rescheduled and refunds will not be issued.

Discipline

- Player ejections for unsportsmanlike conduct will be effective for the remainder of the game and for the team's next game.
- Two ejections in a season will be grounds for removal for the remainder of the season.
- Any player ejected must leave the field. If the person ejected from game refuses to leave the complex, their team will forfeit the game and the player will be suspended from league.

OFFENSIVE EJECTION:

- In the event that there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot.