

New Territory Coed Softball League Rules

When an individual is ejected, he or she must leave the field and stands immediately and before play resumes. Each team is responsible for its spectators, and is responsible for controlling them or requiring them to leave.

1. A team consists of 5 males and 5 females playing at all times (except see 6 - 8 below). Teams may bat up to 12 players but only 10 play defense at a time, 5 males and 5 females. You may rotate extra players into defensive positions and defensive positions may change, as long as coed positioning is followed.
2. 65 feet bases, 50 feet pitching distance.
3. Batting order must alternate gender. Batter order must stay the same throughout game. Up to 12 players may bat but if two males bat in a row, an out must be taken between them.
4. Defensive positioning must be a minimum of 2 females in the outfield, 2 females in the infield, and 1 female pitcher-catcher.
5. If a 5th female is not present, you may play with only 4 females, but when two males bat in a row, an out must be taken between them. Defensive positioning would be only 1 female in the outfield.
6. Teams may start a game with 9 players. If a player arrives, he/she may be put last or next to last in the batting order (to preserve alternate gender batting).
7. A Team may continue to play with 8 players, should injury or ejection cause a team to lose players after the game has begun, providing, of the remaining 8 players, at least 4 are females. If two males bat in row, an out must be taken between them.
8. When a male batter receives a base on balls, he is awarded 2nd base, and he must touch 1st base on the way to second. If there are no outs or 1 out, the following female batter MUST bat. If there are 2 outs, the following female batter has the choice of batting or walking.
9. No metal spikes or dangerous equipment are permitted. It is the responsibility of the players to bring dangerous equipment and situations to the umpire's attention. If the umpire declares that something is disqualified it is final; however, failure to disqualify something should not be construed to mean that it is certified safe.
10. Base runners must legally slide, avoid, or give up when played upon at any base. A legal slide is defined as hip and/or leg on the ground with both feet low and aimed at the base or away from the defending player. Pop-up or roll-into are grounds for ejection. Contact between players must be free of avoidable collision, attempts to dislodge a ball, attempts to breakup a possible double play, or inappropriate sexist behavior. In each case, the umpire is required to declare a dead ball and call the offending player out. The double play will be declared if the umpire judges an attempt was made to break it up.
11. A game will consist of 7 innings or 50 minutes whichever comes first. If the hour has expired in the middle of an inning, the inning shall be finished. Tied games will continue until the game is no longer tied at the end of an inning.
12. Please have your team there in time to complete all warm-ups by 10 minutes prior to game time. The first pitch of the game will be called at game time. It is important to start on time to keep the following games on schedule.
13. ****15 run rule:** The game is ended at the END of the 5th or any subsequent inning when one team is ahead by 15 or more runs, except that the game is ended at the end of the FIRST HALF of the 5th or any subsequent inning if the home team is ahead by 15 or more runs.
14. Alcoholic beverages may not be consumed by players or substitutes. No smoking is allowed on the field by players, coaches, or guests.
15. Each batter will start with a count of 1 ball and 1 strike.
16. Two batted foul balls not caught on the third strike equals one strike and therefore, a strikeout. In other words, a batter who hits a foul ball that is not caught on the third strike gets another try. Any subsequent foul ball results in an out.
17. Teams should have a minimum of like appearing shirts.
18. A thrown bat striking any defensive player may be ruled interference on the umpire's judgement whether or not the struck player was making a play. The ball is dead, batter is out, all runners returned to last base touched. If the batter throws the bat on the third strike and interference is ruled, the base runner nearest home may be declared out. If the thrown bat prevents a play on another runner, that runner may also be declared out. The umpire may warn both teams that subsequent thrown bats may result in an out and ejection of the offender.
19. Should a team have to forfeit, teams are encouraged to play a scrimmage game (with officiating), following COED rules as nearly as possible.
20. Jewelry, DEEMED TO BE UNSAFE BY THE UMPIRE MUST BE REMOVED OR THAT INDIVIDUAL WILL NOT BE ALLOWED TO PARTICIPATE IN THE GAME.