



FUN & FELLOWSHIP ADULT CO-ED SOFTBALL

SPRING 2026 RULES

THE FUN & FELLOWSHIP SOFTBALL LEAGUE WILL PLAY BY USSSA RULES WITH THE FOLLOWING EXCEPTIONS:

- The team roster must be completely filled out and submitted to the Athletics Supervisor on the first night of regular season games.
- There will be no additions or changes to the roster after the second regular season game.
- A player on the roster must play in at least three (3) regular season games to be eligible for the post-season tournament.
- If a team is found playing an ineligible player, all games that he/she played in will be ruled a forfeit.
- The only protest allowed is one involving the use of an ineligible player, softball, or bat. There will be no protests over umpire in-game decisions/calls.
- Any coach or player that starts a fight or threatens an umpire, opponent player, spectator, or staff member will be suspended for the remainder of the season and may face further sanctions as deemed necessary.
- Any player ejected from a game will be suspended for the next TWO (2) games. If a player receives two ejections in the same season he/she will be suspended for the remainder of the season.
- Games will last: Seven complete innings
One hour time limit
OR if a team is ahead by 20 or more runs after 3 innings, 15 or more runs after 4 innings, or 10 or more runs after 5 innings.
- If a game is being played and gets rained out, the game will be considered official after 2 and a half innings have been played and the winning team is up by 10 runs or more. If less than 5 innings have been played, and/or the winning team is not up by 10 or more runs, the game will be postponed and pick back up where it left off at a re-scheduled date and time.

- Forfeit time is 10 minutes after game time for the first game of the night only. Game time is forfeit time for all other games.
- On the second occurrence of a team forfeiting within 24 hours of their scheduled game, they will be responsible for paying the umpires of that scheduled game.
- A team may begin a game with as few as eight (8) players. In this instance, the opposing team must provide a courtesy catcher. The courtesy catchers only duty is to return the ball to the pitcher only on pitches. A courtesy catcher cannot be required in put-outs or live ball play. There will be no borrowing of players from other teams.
- Teams may bat as many players as they have present. It is highly recommended to use a continuous batting order.
- Defensive substitutions may be made freely provided players are in the batting line-up.
- Newly arriving players may be added to the bottom of the line-up at any time during the game.
- Teams must match up to two (2) women in the line-up. If a team cannot match the women in the opposing team's line-up, the opposing team may select a man to bat opposite handed for each woman they cannot match and must play one man down of defense. If a team does not have any women present, they must forfeit.
- If a male walks (intentionally or not) and a female follows him in the line-up, she has the option of hitting or walking. The male batter will go to second base regardless if the female walks or hits.
- All at-bats will begin with a 1 ball, 1 strike count. Once the batter has two strikes on them, they will receive one (1) courtesy foul ball. After two strikes and the courtesy foul ball has been used, the next batted ball must be in play or the batter will be ruled out.
- Each team will be allowed one base runner substitution per inning (one for males and one for females) and it will be the last batted out. It must be a male for a male and a female for a female.
- Bats must be USSSA or ASA certified and approved along with a BPF of 1.2 or less
- Senior League Bats are not allowed. The Miken Ultra is not allowed.
- No new inning will begin after 55 minutes of play.
- In the regular season, if the score is tied after time has run out or 7 innings have been played, one additional extra inning will be played. If the score remains tied after the additional inning is played, the game will end in a tie.
- There can be only two team members standing outside of the dugout. One of those two must be a coach/captain. It is up to the umpires, supervisors, or Athletic Supervisors discretion to remove players from the game who continuously violate this rule. This does not apply to the 1st or 3rd base coach and the on-deck hitter.

- Each team will provide their own ball. Men will hit a 12" yellow ball that has a .cor of 52 and a maximum compress of 400 and is USSSA, ASA, or NSA approved. Women will hit an 11" yellow ball that has a .cor of 44 and a maximum compression of 400 and is USSSA, ASA, or NSA approved. Each softball must be properly stamped with the cork, compression, and approved organization. Women can hit either ball if they choose. All softballs must be a traditional 2-piece sewn softball. Heat-molded polyurethane balls are not allowed.
- Teams will be allowed 3 homeruns per game. Additional homeruns will be ruled an out. This rule only applies to out-of-the-park homeruns.
- Line-ups are due to the press box and the opposing team at least 10 minutes prior to game time.
- The batter must drop the bat to the ground before touching first base, or the batter will be ruled out.
- Minimum age to play is 15-year-old as of the first regular season game of the season.
- Both teams are responsible for keeping a scorebook for all games, but the SPRD scorekeeper's scorebook will be the official book.
- There will be a line painted in the outfield 200-feet from home plate. When a female is at-bat, all outfielders must remain behind that line until the ball is hit. If an outfielder encroaches the line before the ball is hit, the team at-bat will have the choice of taking the play as it happened or the batter being given first base and all runners, regardless of location, will advance one base.
- In tournament play, the home and away teams will be decided by a coin flip. Time limit will still be in effect for all post-season games.
- The standard 4-infielders, pitcher, and catcher are the only defensive players allowed in the infield.
- A strike will be called if the ball lands anywhere on Home Plate or the mat behind the plate. The ball must reach a height between 6 feet and 10 feet after it is released from the pitcher's hand on the way to the plate.
- A protective screen will be used and all pitchers will be **REQUIRED** to throw from behind it.
- The screen will be placed no more than 3 feet toward Home Plate from the pitching rubber and must cover at least half of the rubber from left to right or right to left.
- The first time in a batted ball is hit off the screen it will be treated as a foul ball. The second time it occurs in the same at-bat, the batter will be called out.
- After a pitch is thrown, the pitcher must retreat behind the screen until the ball is hit. Once the ball is hit, the pitcher is able to field the ball.
- If a throw ball strikes the protective screen and becomes lodged in the screen, the ball will be called dead and will be considered out of play (as if the ball was thrown into dead ball territory) and those base running rules will apply.