



I. ELIGIBILITY

1. **A team may have as many as 10 players on the field and a minimum of 8 players.** However, a game may be started with less than 8 players and play for up to 2 innings. If there are not at least 8 players by the start of the third inning, such team must forfeit. Players inserted during the game will be listed at the bottom of the batting order.
2. Two or more churches, neither being able to enlist enough players for a team, may join to form a team.
3. Most team members are to be active church members/or attendees. However, each team is allowed to recruit non-church persons who are considered to be prospects for the church. This allows softball to be used as an evangelistic tool, without undermining the league's purpose as fellowship between churches. **A team can bring non-church persons for two games. After two games, the non-church person cannot play until they have attended church at least once.** Each church pastor and coach is responsible for evaluation.
4. Team members must be 16 years of age or older; all minors must have a parent sign a release form.
5. Team members must conduct themselves in a Christian manner at all times. No abusive or foul language will be tolerated at any time. Umpires will converse with the Team Manager when players are behaving objectionably. In extreme situations, a player may be ejected without discussion with the Team Manager. **Any player ejected from a game for unsportsmanlike conduct will be ineligible for the next game.**
6. **NO TOBACCO, CHEW, ALCOHOL OR DRUG USE** is allowed any place the games are played by anyone at anytime.
7. **A Team Roster Sheet is to be signed by each player before playing and completed by the Team Manager, which is to be turned in by start of the second night of league play. A copy will be kept by the umpires in a folder;** players can be added throughout the season.
8. **Tournament Eligibility: A team member must have played a total of five games before being eligible for the end-of-season tournament.** Players will be listed in the official Score Books by First and Last Names. The League Director will email all coaches their lists of eligible players before the tournament begins.

II. EQUIPMENT

1. Teams may decide on a team uniform if desired. **Metal spiked shoes will not be allowed on the field during games.** Catcher protection equipment is optional for slow pitch teams.
2. Team members must wear sweatshirts or -shirts that meet rulebook requirements; no mesh shirts or tank tops. Shorts will be allowed. Shirts or hats promoting alcohol use is not allowed. Complaints should be directed to the umpire and handled at their discretion.
3. **Game Balls:** All teams will use a **.52 Core, 300 compression, 12" ball.** Each team will provide two back-up balls for each game. The League will provide one new ball per game.
4. **Game Bats: ASA/USA approved bats to be examined by the umpire.** If the ASA/USA logo is not visible and there is question as to whether the bat legal, it will not be used. Each team is required to have all bats set out against their dugout fence **5 minutes** prior to each game for inspection by the umpire. A coach may also request the umpire check eligibility of a bat in question during the game. Any bats found on the non-approved list may not be used in any game.
5. The Softball Rules Committee will make final determinations on any other questionable bats.

III. GAME STARTING RULES

1. Games shall start on scheduled times. Teams may start with less than 8 players up to the start of the third inning, but will forfeit if they cannot field at least 8 players by the start of the third inning.
2. The first scheduled game will consist of **seven innings**, or the last inning must start within **50 minutes** from the actual start time of the game if another game is to follow, whichever comes first. The last game will



consist of seven innings or 75 minutes, whichever comes first. If the last inning is not completed before dark (umpire's discretion), the score reverts to the last inning in which the score was not tied.

3. Opening prayer will be led by the Home Team, and closing prayer will be led by the Visiting Team.
4. Home teams will use bench on third base-side of field.
5. Scorekeepers should write down the starting time of each game in the scorebook, as well as the First and Last Names of all players in the lineup.

IV. UMPIRES AND DUTIES

1. The Softball Committee has voted to use USSSA Official Rules, except where noted.
2. Arrive Early to set up the fields, according to the Field Setup and Clean Up rules.
3. Inspect bats 5 minutes prior to play
4. Turn into FBA mailbox any team rosters received from team.
5. Record the score after each game on the Umpire form.
6. The umpire or home team manager shall give game results to the Softball Director or the Association Office, or by depositing them in the Drop Box by the Association Building's front door.
7. Field equipment such as bases will be locked up in each field's equipment box.

V. TEAM MANAGERS AND DUTIES

1. Field duties:
 - a) Help set up bases and chalk lines
 - b) Clean up any trash in and around fields. Dump trash cans in dumpster in needed.
 - c) Flush restroom toilets, turn off lights, and lock up restrooms and equipment rooms and equipment boxes.
2. **Each team shall have their own scorekeeper and scorebook and submit the score after each game to the umpire.**
3. Revivals, Vacation Bible Schools, or other major church events interfering with the team's schedule must be noted on the entry form. An effort will be made to schedule the team's participation around such events. **In case no such notices are given on the entry form, a team is expected to play its scheduled games or forfeit such games.**
4. **The Team Manager and/or Pastor shall be answerable for player eligibility and PLAYER CONDUCT AT ALL TIMES ON ATHLETIC/RECREATION GROUNDS.**
5. **Game Rescheduling:** Team must notify Softball Director and other team in case of inability to play their scheduled game by 8:00 p.m. **3 days before** that scheduled game. Games may be rescheduled if managers agree.
6. Each team will be responsible for **recovering balls they hit out of play.**
7. At the end of the season, team managers will rate the other teams in their league on sportsmanship.

VI. FIELD RULES AND INFO.

1. Bases shall be 65' and pitching plate 50' from home plate.
2. Outfielder Limiting Line - 'The Girl Line' - shall be 165' from pitching plate.
3. Out of play – outside of fence; the bank on balls hit beyond third base.

VII. OTHER RULES AND NOTES

1. The current USSSA Slow Pitch Softball Rulebook will be used except as over-ridden by league rules.
2. **Free Substitution:** Teams can play as many hitters as desired, but all must play the field at least 2 innings.
3. The pitching mound will be 50' away from home plate. **The pitched ball must arch at least six feet after leaving the pitcher's hand** and before it passes any part of home plate. **It may not rise higher than twelve feet** above the ground.



4. The pitcher must keep one foot in contact with the pitching rubber during the entire pitching motion.
The pitcher will only be allowed 3 warm up pitches between innings.
5. The batter must stay in the batter's box until the ball is hit or he will be out. When any foot touches the ground completely outside the batter's box or if any part of the foot touches the plate and the ball is hit fair or foul, the batter is out. If a batter intentionally erases the batter's box, they will be warned once. Any subsequent infractions will result in being ejected from the game.
6. **No base stealing is allowed.** A base runner may not leave their base until either a pitched ball is hit.
7. The homerun (over the fence, out of the park) limit will be no more than 3 homeruns **more** than the opposing team for all leagues on both fields. Any homeruns after this will be an automatic OUT.
8. **If the batter already has two strikes and hits a foul ball, it is the third strike** and the batter is out.
9. **All batters will start with a count of 1 Ball and 1 Strike. If a team reaches a lead of 10 runs, the leading team's batters will start with a 1 Ball 2 Strike count.**
10. Pinch runners will be allowed after the batter reaches a base and the play has ended. The players needing pinch runners must be identified prior to the start of each game. The pinch runner will be the player making the last out of the same sex.
11. **Overthrows:** An overthrow that passes out of play is a dead ball. Runners are awarded two bases from their position at the time the throw was made. On an errant throw that passes into foul territory but does not go out of play or becomes a blocked ball, runners may advance a maximum of two bases with the liability of being thrown or tagged out.
12. A team may only **score a maximum of 10 runs per inning.**
13. **Special Girl Rules:**
 - a) When a woman is batting, outfielders will not be allowed to move past the 'Girl Line' (165' from pitching plate) until the ball is hit. Likewise, infielders will not be allowed to move past the edge of the outfield grass.
 - b) If a male batter is walked and a female batter is up next in the line up, the female batter may choose whether to take an automatic walk, or bat as normal.
 - c) A team may only have 8 male fielders in the field, with the remaining positions being filled with women. If both teams do not have women in their line ups, then both teams may play with 10 male fielders.
14. **The run rule shall be no more than 10 runs per inning**
15. **The game will be called when the point spread reaches:**
20 after 3 innings 15 after 4 innings 12 after 5 innings
16. The FCBA Softball Rules Committee will arbitrate any rules disagreements.

VIII. End-of-Season Tournament

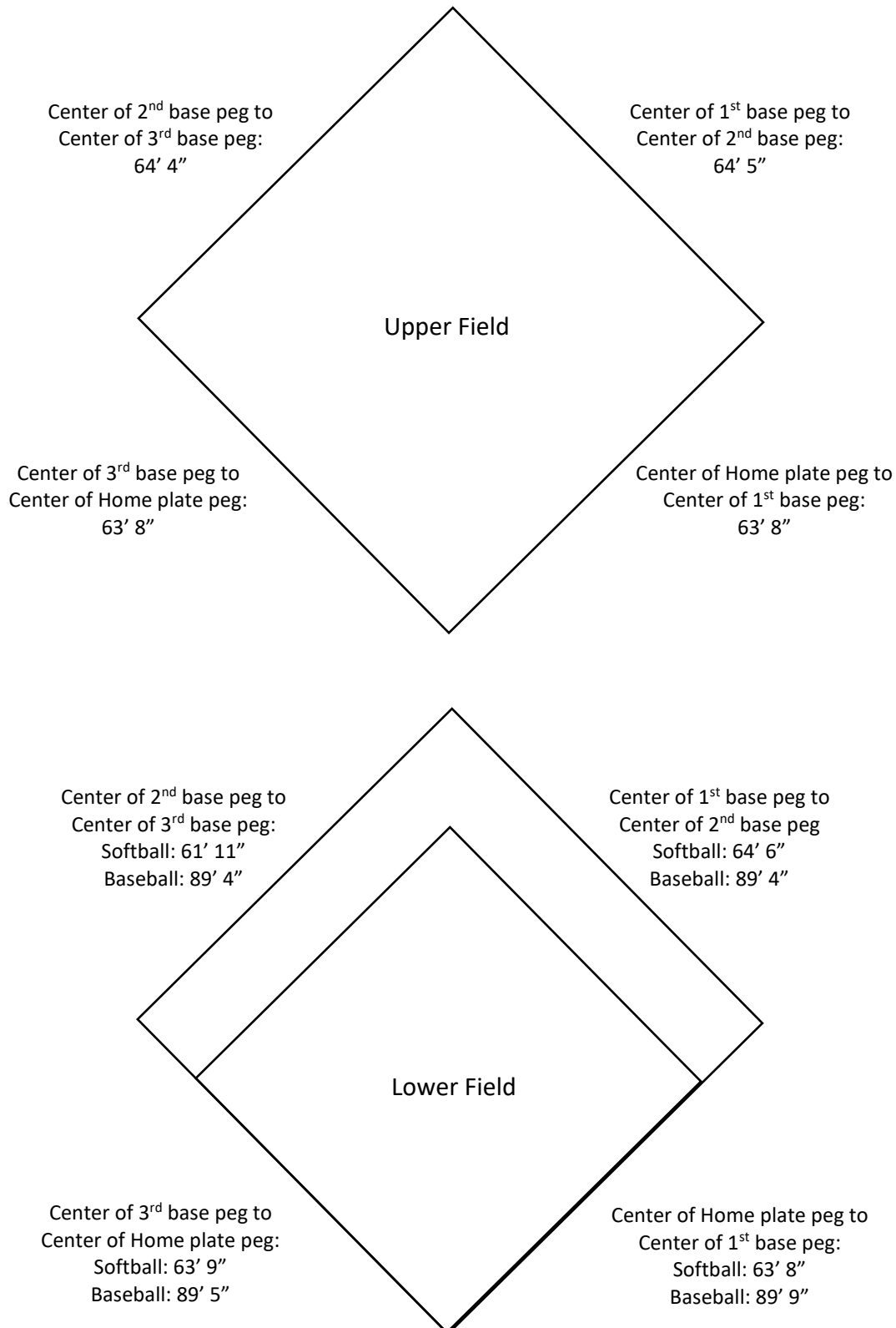
1. If possible, there will be a tournament consisting of single-round elimination games.
2. The first seed shall play the bottom seed, the second seed shall play the second-to-last seed, and so forth. The higher seed shall have home-field advantage.
3. Refer to **Section I Rule 9** for Tournament eligibility.

IX. CONTACT INFORMATION

1. **In case of a rain out**, we will try to call the managers as early as possible in the day, but **no later than 3:00 p.m.** You also may call the Association Office at 636-583-2639 and dial extension 411 for updates on game status.
2. If you have other questions, please contact our office between 9 a.m. and 4 p.m., Monday-Thursday at 636-583-2639.



Field Dimensions (updated 5/22/2024)





Special Rules Quick List:

1. Teams may not have more than 8 men on the field at a time. The remaining two fielding positions must either be played by women, or left empty.
2. When a woman is batting, infielders cannot move from the infield until after the ball is hit. Likewise, outfielders cannot move inward past the 'Girl Line' until after the ball is hit.
3. If a male batter is walked and a female batter is up next in the line up, the female batter may choose whether to take an automatic walk, or bat as normal.
4. The Home Team will begin each game with a prayer, and the Away Team will end each game with a prayer.
5. Each team is limited to scoring no more than 10 runs each inning
6. No team can exceed hitting 3 home runs more than the opposing team. Any fourth home run or beyond hit past this limit will be an out.
7. If a team reaches a lead of 10 runs, the leading team's batters will start with a 1 Ball 2 Strike count.
8. No new inning can begin after 50 minutes from the 6:00 pm Game start time
9. No new inning can begin after 75 minutes from the 7:00 pm Game start time
10. Games will be called after the point spread reaches:
 - a. 20 after 3 innings
 - b. 15 after four innings
 - c. 12 after five innings