



THE JCC OF GREATER COLUMBUS

SOFTBALL RULES

Revised 5/7/17

1

1. Eligibility
 - A. All players must pay the league entry fee before playing. Permanent replacement players must pay a prorated fee. No refunds will be issued after the first game.
 - B. All players must be age 16 years or older.

2. Field Dimensions and League Schedule
 - A. Bases will be placed 65' apart.
 - B. The pitching rubber will be placed 50' from the back tip of home plate
 - C. There will be a 5'X18" mat placed over home plate. There will be an orange line 4' deep on the mat. Any pitch that hits the mat before the orange line will be considered a strike.
 - D. There will be line across the third base foul line at 32.5' away from home plate
 - E. Teams listed second on the schedule will be the home team. The home team will be marked with an (H) next to it. The away team will be marked with an (A) next to it.

3. Substitutes (Do the Right Thing!)
 - A. A substitute player is defined as a roster player on another team within the JCC's AK softball league in that particular season. During the regular season a substitute can be a player who is a JCC member provided league players have been asked first. In tournament play only league members are allowed to sub.
 - B. All teams must field a minimum of nine players for a game. Seven of those players must be players from that team's original roster
 - C. Each team must have seven roster players for the game to be official. If a team has fewer than seven roster players then the game is a forfeit. Teams may still scrimmage. At no time during a game can a team play with fewer than seven roster players.
 - D. Teams are allowed no more than two substitute players and no more than ten players if subs are being used. If a team has seven roster players they can play with two subs for a total of nine players. If a team has eight roster players they can have two subs for a total of ten players. If a team has nine roster players they can have one sub for a total of ten players.
 - E. If a team starts a game with subs but roster players arrive during the game. The subs must be removed from the game prior to the roster players joining the team.
 - F. All players should check in with site supervisor prior to start of the game.
 - G. The captains and umpires will meet at home plate for a pre-game conference. Both captains will announce if they have subs and who those players are. At this time teams need to agree the subs are legal.
 - H. Any player subbing will need to show a picture ID and then be checked off the official league roster held by the League Supervisor. Any JCC member being used as a sub must bring and show his current JCC Membership Card. If proven this person is not a legal player then he cannot play.



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SOFTBALL RULES

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2

- I. If one team believes there is an illegal sub or the team doesn't have seven roster players they need to raise the question at the pre-game conference. Once the first pitch is out then they cannot raise the question of an illegal substitute or the team having fewer than seven roster players playing.
 - J. Substitute players can only play First Base, Right Field, Catcher, or Pitcher and must bat at the bottom of the batting order.
 - K. If a team has nine players the other team does not supply a catcher. The team plays with three outfielders.
 - L. If both teams want to pick up the same sub, then the league director or umpire will flip a coin or have the captains pick a number between 1&10 to decide who gets the sub.
 - M. Roster additions can be made to replace players who have left the team for injury or other reasons, but to be playoff eligible the player must have been added to the roster and played in two regular season games.
4. Time Limits, Forfeits and Grace and Rain Outs (10 minutes)
- A. All games will have a time limit of 1 hour and 15 minutes and this begins as soon as the game begins. Once the time limit is reached then no new inning will begin after the time limit. The umpire will announce the last inning. If the first games go longer than the 7:45 p.m. game time limit will begin 5 minutes after the first game has ended.
 - B. When the time limit is reached then the inning that the game is currently in at this time will be played out and the game is over.
 - C. Teams must have at least nine players ready to start no later than five minutes after the scheduled game time, and seven of these players must be regular team members, otherwise it is a forfeit.
 - D. No team will be permitted to continue with less than eight players.
 - E. In case of rain, the games will not have the possibility of being called until it rains at the JCC.
 - F. If it rains, then the decision of a rain out will be called by the League Director by 5:30 p.m.
 - G. Rain out information will be available at the JCC Sports Hotline: 231-2731 ext. 103. When possible it will be emailed out to the league.
 - H. Rain out make up games will be listed on the schedule.
5. General Playing Rules (A.S.A. rules, except where noted)
- A. The score book must be properly filled out prior to the scheduled game time.
 - B. All available players will bat in the batting order. (No automatic outs)
 - C. No infield warm-up between innings allowed after the first inning. Pitchers will be permitted five warm-up pitches upon entering the pitching position for the first time. Each inning thereafter, only one warm-up pitch within one minute.
 - D. Foul Ball Rule: A batter is out, if he hits a second foul after two strikes. The ball



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SOFTBALL RULES

Revised 5/7/17

3

is dead and runners may not advance.

- E. Courtesy runners are permitted and must be declared at the pre-game conference, unless a player is injured during the game. The batter who is receiving a courtesy can only advance to first base. The runner must be the player who made the last out.
 - F. Run Rule: A game will be declared regulation after five complete innings if a team is up 12 runs or after six innings if a team is up 10. If the home team is the winning team then the game can be regulation after 5 ½ or 6 ½ innings.
 - G. On deck batters need to be ready when their turn is up otherwise the umpire may start calling pitches.
 - H. All bats must be ASA Certified.
 - I. Metal, football, and soccer cleats are prohibited.
 - J. The “1 and 1” count will be implemented and used for the season.
 - K. (Tag-up rule appeal) umpire’s call!
 - L. Avoid contact, players must slide or get out of the way. Otherwise the runner will be out. No sliding at home.
 - M. For all plays at the plate, the 5’ will be used as a double base. The catcher must have one foot on the 2.5’ of the mat closest to the field of play and catch the ball before the runner touches the 2.5’ of the mat in foul territory for the runner to be out. The mat will be split in half with a green line. the catcher cannot block the runner’s half of the mat. If the catcher blocks the runner’s half of the mat then the runner is automatically safe. If the runner goes into the catcher’s half of the mat then the runner is out.
 - N. Once a player has turned passed third base and made it half way home the player must continue on and try to score. There will be a mark on the third base foul line to make the halfway point.
 - O. The height of a legal pitch is 6 - 12 ft. There is a 3’x18” mat behind home plate. If the ball lands on the mat or the plate the pitcher has pitched a strike.
 - P. The batter’s foot cannot cross home plate until after the ball is hit. If this happens the batter will be called out.
 - Q. The pitcher has to start with at least one foot on the pitching rubber.
6. Ties
- A. If a regular season game has completed seven innings, is tied and there is still time left before the time limit then the teams continue to play extra innings until a team wins or the time limit is reached.
 - B. Once the time limit is reached in a regular season game that is tied teams will have the opportunity to play one more inning past the time limit.
 - C. If a game is tied and the game is past the time limit and the additional inning has been played then the game is a tie and each team will receive a half win/half loss in the league standings.



THE JCC OF GREATER COLUMBUS

SOFTBALL RULES

Revised 5/7/17

4

7. Balls Considered Out of Play

- A. Outside the 1st and 3rd base foul line fences extended are out of play.
- B. If a ball is caught in the field of play and then carried out of bounds by the players momentum the batter is out and the base runners receive one base if trying to advance. If the player catches the ball and then purposely runs out of play, base runners receive two bases. This is the umpire's discretion.
- C. A ball that is hit on Field 2 and reaches the cement anywhere around the Zusman Building is a triple.
- D. A ball that hits the roof of the Zusman Building, the Ora bathroom, or the Splash Pad is a home run.

8. Protests

- A. All protests must be made in writing or through email to the league commissioners. There will not be any stoppage of play for a protest in the game.
- B. The League commissioners will make a ruling on the appeal within 24 hours. (Any protest involving either commissioners team should be directed to the director of recreation).
- C. If needed the appeal will be brought to the appeals committee. The appeals committee will consist of the captains, league commissioner, and the Director of Recreation.
- D. If discrepancies in a rule comes up and both captains agree that the umpire's call went against what is in the rules, then and only then may there be a stoppage of play to check an umpire's ruling.
- E. If it comes to be that the umpire's ruling was correct, the captains will not be allowed to file any protest to the appeals committee on any other calls in the game.
- F. All written protests must be complete with the complete facts and circumstances of the call. This must be very detailed.

9. Unsportsmanlike Conduct

- A. Captains are the only players who may question an umpire's call.
- B. There is a no tolerance rule. The umpire has the right to eject any player for misconduct without a warning.
- C. Unsportsmanlike conduct will not be tolerated (before, during, or after a game) and may result in ejection from the contest and/or an indefinite suspension from the league. Penalties imposed at the end of the season may carry over to the following season.
- D. If a player is ejected from a game the player can be subject to further penalties, including the suspension from future games or the league.
- E. Over use of offensive language from a player will be subject to a warning from the umpire and then after that possible ejection from the game.
- F. If there is a fight both players involved will be ejected from the game.



THE JCC OF GREATER COLUMBUS

SOFTBALL RULES

Revised 5/7/17

5

- G. For any ejections due to fighting, the player is automatically suspended for the next game.
 - H. The league commissioners will make decisions on any further suspensions of a player(s).
 - I. Players may appeal their suspension to a three-person appeals board (League Commissioners and at least two Adult Sports Committee Members).
10. Tournament Rules
- A. Substitutes are eligible to play in the tournament and must be a current year league roster member
 - B. Tie-breaking criteria for standings
 - 1. Head-to-head competition
 - 2. Run difference in games involving teams that are tied
 - 3. Run difference in all games
 - 4. Coin flip
 - C. The higher seed has the choice of being the home team or the visiting team in all tournament games.