

GAME RULES

SOFTBALL - INDOOR COED 7V7

Last Updated: November 13, 2023

LEAGUE POLICIES

- A. The mission of BSSC, the Program Manager, and the League Officials is to provide a fun and safe adult recreational sports environment for players of all ability levels.
- B. **Unsportsmanlike Conduct** - At no time will unsportsmanlike conduct be tolerated, including, but not limited to - physical abuse, verbal abuse, or over-aggressive play. The league reserves the right to discipline anyone not adhering to these standards of fair play and sportsmanship, including possible removal from the league without refund. The BSSC Sportsmanship Policy can be found online [BSSC.com](https://www.bssc.com).
- C. **League Fees** - All teams must have their league fee paid in full before the start of the season. A team will not be allowed to compete if team fee is not paid before their first game.
- D. **Umpire Fees** - Before the start of the game, each team is responsible for paying the umpire that will be officiating the game. All umpire fees should be paid using Venmo. The umpire reserves the right to declare a forfeit for any team that does not adhere to this policy.
- E. **Complaints/Feedback** - Any player or team that wishes to file a formal complaint or protest must submit it in writing to the Softball Program Manager (cassidi@bssc.com) within 24 hours of the incident. The Program Manager or Sports Director will respond to the protest as soon as possible and will review accordingly.
- F. **Drug/Alcohol Policy** - No drugs or alcohol are allowed on any league premises before, during, or after a game. Absolutely no player will be allowed to compete if the game official feels that the player is intoxicated, or that the safety of the player and/or others in the game is in jeopardy. That player will be removed from the game and face possible expulsion from the league without a refund.
- G. **Use of Facilities** - Please remember that we are guests of all locations where we play. Do not abuse the facility, its staff, or any other guest within the facility. This includes using profanity, leaving trash behind, and any other acts that may be deemed disrespectful. Failure to comply with these rules, as well as any rules of the facilities, may result in expulsion from the league.
- H. **Weather Cancellations** - In the case of inclement weather that may result in game postponement/adjustments, please make these multiple resources known to your players: Website ([BSSC.com](https://www.bssc.com) > [Cancellations](#)) or our Weather Cancellation Hotline (**617-789-4070 ext 700**). We always make an effort to give you 2-3 hours' notice, but it is not always possible due to changing conditions. So, please be sure to check these resources before heading out if there is any doubt on the status of your game.
- I. **In-Game Issues** - In the absence of the Program Manager, any in-game decisions regarding ANY issues should be discussed with the umpire and both team captains (or team representatives). The umpire will have the final say on any issues that arise.

TEAM ROSTERS

- A. There can be any number of players on a team roster, and rosters are open to players of all gender identities and expressions. For coed 7v7 softball, rosters must have a minimum of 2 players who identify as women ("female players"). After this minimum is satisfied, all other roster spots are open to any gender.
- B. ALL players must appear on roster and have signed the online waiver. Players may be on more than one roster.
- C. Only players listed on the team's roster, and have played in the minimum of 2 regular season games, will be eligible to participate in the playoffs. Violation of this rule will result in a forfeit. Players may only play for one team per division in playoffs

PICKING UP PLAYERS & FORFEITS

- A. **Picking Up Players** -
 - a. The complete BSSC Picking up Players Policy can be found on [BSSC.com](https://www.bssc.com).
 - b. Picking up players from other teams in the league is only allowed during the regular season, not Playoffs.
 - c. Coed 7v7 softball teams must have at least 4 total players, including 1 female player, to be able to pick up substitutes.
- B. **Forfeit Policy** -
 - a. The full BSSC Forfeit Policy is outline below.
 - b. Teams must have a minimum of 5 total players, including 1 female player, (and substitutes) to avoid a forfeit.

Type of Forfeit	Penalty Fee
Greater than 24 hours before game time or before 2pm Friday for games scheduled for Saturday after 2pm, anytime Sunday, and Monday Holidays	No financial penalties. Your Opponent will receive a Win & your team will receive a Forfeit Loss. Your team will also lose 1 point in the standings* & automatically seeds your team lower in any tie breaker situation for playoffs
Less than 24 hours before game time or after 2pm Friday for games scheduled for Saturday after 2pm, anytime Sunday, and Monday Holidays	Both teams' ref fees. Your Opponent will receive a Win & your team will receive a Forfeit Loss. Your team will also lose 1 point in the standings* & automatically seeds your team lower in any tie breaker situation for playoffs
After 2pm on the day of your game (if Monday thru Friday game) or within 6 hours for games scheduled for Saturday & Sunday	\$50 late notice forfeit fee which is given to your opponent for late notice + both teams' ref fees. Your Opponent will receive a Win & your team will receive a Forfeit Loss. Your team will also lose 1 point in the standings* & automatically seeds your team lower in any tie breaker situation for playoffs
At the field or court without enough players for a real game, but still able to scrimmage	Both teams' ref fees. Your Opponent will receive a Win & your team will receive a Loss, but it will not be recorded as a Forfeit
Within 2 hours of your game time OR No Show without any notice	\$50 late notice forfeit fee which is given to your opponent for late notice + both teams' ref fees. Your Opponent will receive a Win AND your team will be INELIGIBLE for Playoffs

GAME RULES

A. Start of the Game -

- Captains (or team representative) will meet with the umpire and home team will be decided by a coin flip.
- Each team is responsible for paying umpire fees (\$20/team) directly to the umpire before the game can begin.
- If requested by their opponent or the umpire, captains must provide their lineup before, during, or after the game. Captains must notify the umpire of any changes to the lineup during the game.
- For 7v7 a minimum of 5 players total is required to begin, (including 1 female player).
- For 7v7 the maximum number of male players allowed on the field at one time is 5.
- Teams must supply their own catcher. For 7v7, a non-defensive catcher will be allowed if the team only has 5 players.
- Games will begin at the time scheduled. There is NO grace period on the start of games.

B. During the Game -

- Balls & Strikes** - All batters will start with a count of 1 ball & 1 strike. A strike mat will be utilized, any legally pitched ball (see pitching for more details) that hits any part of the strike mat OR home plate is considered a strike.
- Warm-ups** - Teams will not be allowed warm-ups after the second inning. Exception: New pitchers in the middle of the game WILL be allowed 2 warm-up pitches.
- Delay of Game** - Because games are timed, delay of game tactics will not be tolerated. All delay of game calls will be made at the discretion of the umpire, and penalties will be assessed after one warning:
 - 1st Offense - Umpire will add 1 minute of time to the end of the game.
 - Additional Offenses - Automatic outs will be given, or batters will be awarded 1st base.
- Batting Order** -
 - A minimum of 2 female players must be present in the batting order. No maximum number of batters.
 - If a team does not reach the minimum number of female players, an OUT will be assessed each time a female player spot comes up in the lineup. This spot in the lineup will be treated like a female player spot regardless if they are present or not (i.e. if a male player walks in front of a missing female player's spot in the lineup, and does not receive a strike, they will still be awarded second base).

- ii. There cannot be more than 2 male players in a row in the lineup until 2 female players have batted. Once 2 female players have batted, there are no restrictions to the batting order.
 - iii. **Late Arrivals** - Once everyone in the order has batted, anyone arriving late will be added to the end of the lineup. Any female players will be added to the end of the lineup as well, UNLESS the team has less than 2 female players. In this instance, they will be put into the lineup in one of the female player spots.
 - iv. **Players Leaving Early** - A player who cannot bat in their spot in the lineup (due to injury or leaving the premises) is not penalized, but is simply skipped. HOWEVER, if a female player cannot bat, causing the team to have less than 2 in the order, it becomes an OUT whenever that spot comes up. A forfeit will be declared if a team is left with less than the minimum number of players.
 - v. **Substitutions** - No subs are allowed in the lineup. New players will be added to the lineup according to the rule on Late Arrivals.
- e. **Base on Balls** - When a male player reaches first base due to a base on balls without receiving a strike, and a female player spot (present or not) follows in the batting order, the male player automatically advances to second base. The male player will NOT advance to second base if they receive a strike (swinging, looking, or foul ball) during their at-bat. Any runners already on base will only advance if they are forced to the next base.
- f. **Courtesy Runners** - Before a player's at-bat, they may request a courtesy runner from the umpire, which will then be announced to the fielders. The batter may not advance beyond first base on a batted ball except when an automatic advancement is awarded (i.e. ball goes out of play on an overthrow). A player is also given second base in the instance of base on balls as described above.
- i. If a batter does not request a courtesy runner, but is visibly injured while running the bases, the umpire may use discretion and allow a courtesy runner once the play is over.
 - ii. Once a batter asks for a courtesy runner, it is automatic for the rest of the game but should still be announced to the fielders each at-bat.
 - iii. The replacement runner will be the last person to have completed their turn at bat, and is not currently a base runner. Male players will be runners for male players; female players will run for female players.
- g. **Safety First Base** - There will be 2 bases present on the foul line at first base: one traditional base reserved for the fielder, and a second one next to it just inside foul territory that is reserved for the batter. Once the batter reaches safely, or if rounding first base, they may use the traditional base. On plays at first base, if the runner does not touch the safety bag, they are considered to have missed the base. If there is no play at first base, the runner is safe no matter which bag they use.
- h. **Fouling Out** - 2 foul balls, once a batter has 2 strikes, will result in an automatic OUT.
- i. **No Bunting** - Any full swing is deemed legal, regardless of the distance the ball travels. Any swing considered a bunt or *half swing* by the umpire will be an automatic OUT.
- j. **Pitching** -
- i. Pitcher's front foot must be on or behind the designated pitching line.
 - ii. Ball must arc 6 feet above the ground, and cannot go above 12 feet from the ground.
 - iii. Speed must be slow. Any kind of spin or underhand release points are legal.
 - iv. Any pitch deemed too high or too low will be announced by the umpire, during the pitch, as "illegal." The pitch will be automatically called a ball if the batter does not swing at it.
 - v. The ball used for games is a Diamond 12 RFPSC Flexball Soft Touch. Balls will be provided by the league, and available at the facility for games only, (no practice balls will be provided).
- c. **End of the Game** -
- a. Games will be played for 50 minutes (as many innings as you can), and no new inning can start after 50 minutes has passed. Regular season games may end in a tie. Upon going into the last inning, if the home team is behind, they will give up the opportunity to be the home team and will bat in the top of the inning. If that team then ties the game or goes ahead, the original away team will then bat in the bottom of the inning.
 - b. If game is halted in the middle of the inning for any reason and cannot be completed, the score will revert back to the last full completed inning (unless home team is ahead). A game will be determined legal as long as 4 innings (or 3.5 if the home team is ahead) are completed.
 - c. **Reporting Scores** - Teams should report their game results, win or lose, via the [Report Scores](#) tab on BSSC.com. Please report your score ASAP. The sooner results are received by the Program Manager, the sooner standings can be updated.

FACILITY GROUND RULES

New England Premiere Sportsplex, Danvers

- A. Any batted ball that hits the ceiling netting can be caught for an out, as long as it is done so before touching the ground, regardless of whether or not it is a foul ball. The two exceptions are:
 - a. a ball that touches the plexiglass or padding is a live ball, but cannot be caught for an out.
 - b. a ball that hits the SIDE netting in foul ground should immediately be called foul & ruled dead, and cannot be caught for an out
- B. **Dead Ball** - Play will be considered live, whether ball was batted or thrown, unless:
 - a. Ball goes Out of Play
 - b. Ball is possessed by the pitcher on the pitcher's mound. If base runner is still advancing toward the next base, they will be allowed by the umpire to continue to that base at their own risk.
 - c. Umpire calls the play dead (typically by yelling "time").
- C. **Out Of Play** -
 - a. Any ball that goes out of play as a result of a throw will be considered "dead" and result in all runners advancing to the next base from the one they possess at the time the ball is thrown.
 - b. If a batted ball is declared out of play or comes to rest BEFORE touching the field or a player, the play is declared dead and replayed. All runners return to original base and the batter assumes the original count.
 - c. If a batted ball is declared out of play AFTER contacting a fielder or the field, it is declared an automatic single and all base runners advance to the base they were going to.
- D. **Foul Line** - There is a 20' x 20' square in front of home plate. Any ball that is batted, hits the ceiling, and then makes first contact with the ground inside of this square or any part of the square's edge will be considered a dead ball/foul ball.
- E. **Run Limit** - A maximum of 6 runs per team, per inning, will be allowed.
 - a. If, after scoring 6 runs, the team batting is not ahead by at least 6 runs they may continue until they are.
 - b. If your opponent has already been limited to 6 runs in an inning at least once, your team must also be limited to 6 runs in one inning at least once.
 - c. Run limit is used during the regular season only.
- F. **Infield Fly Rule** will not be used.
- G. **Home plate/strike mat** - Base runners can contact any part of either the mat or the plate to be considered safe. On a force play the plate must be touched by the fielder for an out to be recorded.
- H. **Automatic Single** will be granted to the batter if the ball hit off the bat makes contact with the back wall or padding on the wall without touching the ground, hitting the ceiling, hitting the net, or making contact with a fielder first:
 - a. The hit ball can still be played by the fielder off of the wall to make force outs at 2nd base, 3rd base, and/or home plate.
 - b. Once the batter awarded the automatic single makes contact with first base, ALL game rules pertaining to base running remain in effect.
 - c. Any netting that falls in front of or below the standard height of the padding or plexiglass,

PLAYOFFS

- A. Playoffs (number of qualifying teams, format, etc.) will be determined on a league-to-league basis.
- B. Only players listed on the team's roster, and who have played in 2 regular season games, are eligible to participate. Picking up illegal players will result in a forfeit.
 - a. If you suspect your opponent is violating this rule, you must bring it to the attention of the umpire BEFORE the game is completed. The umpire will note the protest, talk to your opponent, and gather as much information as possible. Often times, the umpire will not make a decision on the protest, but instead will pass along all the information to the Program Manager to decide the appropriate action. HOWEVER, if the umpire is absolutely sure the player in question is ineligible; they can make a decision at the field.
 - b. Regular season time rules apply. After 50 minutes of play, no new inning will begin.
 - i. If the game is still tied once the final inning has been completed, extra innings will be played.
 - ii. For each half inning, the batting team will start with a runner on second base (runner will be the last batter from the previous inning). This rule will be applied each inning until a winner has been determined.
- C. Run limit rule is not in effect during the post season.
- D. Higher seeded team has the choice of being Home or Away.

- E. **Tiebreakers** - In the case of two or more teams finishing the regular season with the same record, the following criteria will be used to determine playoff seeding:
- Team with a forfeit will automatically be lower seed (multiple forfeits may result in exclusion from playoffs)
 - Head-to-Head Record (only used if all teams involved played each other an equal number of times)
 - Record vs. Common Opponents
 - Strength of Schedule (Total win percentage of all teams played against, cannot be used if all teams played the same schedule)
 - Record vs. Each Common Opponent (starting at the top of the standings, one at a time)
 - Coin flip
 - ** If multiple teams are tied, list of tiebreakers will be used until one team is determined stronger or weaker than the rest. List will then be used again, starting at the top, for the remaining tied teams.

SAFETY & SPORTSMANSHIP

- A. **Excessive Base Runner Contact** - Any instance that the umpire determines excessive/unnecessary contact between two players may result in an out and/or ejection from the game.
- Any runner or fielder that intentionally causes excessive contact with the other (including contact with the catcher) is not allowed.
 - Sliding is allowed, but not mandatory.
 - Fielders that do not possess the ball may not block a base that a runner is going to. Fake tags are also not allowed, (i.e., intentionally pretending to tag a player while not possessing the ball).
 - Runners are not allowed to intentionally slide into a defenseless fielder (i.e. no play at the base in which the fielder is standing by).
- B. **Cleats** - They are not allowed
- C. **Throwing of Bats** - Intentionally throwing of the bat is illegal and will result in an out and/or ejection. A player who unintentionally throws a bat shall receive a verbal warning, and any future infractions could result in an out.
- D. **Illegal Bats** - Due to the softness of the ball used, there are no bat restrictions.
- E. BSSC and its officials take pride in ensuring everyone involved is safe and has fun during their activities. Players and/or teams that do not adhere to the [BSSC Sportsmanship Policy](#) may be removed from a game or league without refund.

FIELD ISSUES & CANCELLATIONS

- A. **Weather Cancellations** - In the case of inclement weather, games may be postponed, delayed, or relocated. Please use and make the following resources available to your players for scheduling notices:
- Web ([BSSC.com > Cancellations](#))
 - Weather Cancellation Hotline ([617-789-4070 ext. 700](#))
- B. **Problems at the Field** - For any issues, please call our After Hours Hotline ([617-462-8844](#)) to get in touch with a BSSC rep. Reasons for this may include, but are not limited to:
- Umpire not present** - If umpire has not arrived by game time, please call the After Hours Hotline and we will get someone there ASAP. In this instance, please start your game without them. Teams will call their own balls, strikes, and outs until someone arrives.
 - No opponent present** - Scheduling mistakes, while rare, do happen. If nobody from the opposing team has arrived by game time, they may have misread the schedule and/or be at the incorrect field. Call the After Hours Hotline and we will try to contact them. Do not leave the field until BSSC has reached out to your opponent.

Boston Ski & Sports Club reserves the right to add, remove, or modify any rules as necessary.
For questions or comments, please call Cassidi at 617-789-4070 x 723 or email cassidi@bssc.com.
Thank you for playing softball with BSSC and have a great season!