



Boston Ski & Sports Club

Coed Outdoor Softball Rules

Updated as of 3/30/2026

1. 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 to participate in.
- 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 Sportsmanship Policy can be found online 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 present that will officiate the game. 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 that we play at. Please do not abuse the facility or field, its staff, or any other guest within the facility. This includes profanity, leaving trash behind, and any other acts that may be deemed disrespectful. Failure to comply with these rules, as well as the 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, notifications will be sent through [LeagueApps](#) . We always make an effort to give you 2-3 hours' notice, but is not always possible due to changing weather so please be sure to check 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.

2. 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 10v10 softball, rosters must have a minimum of 3 players who identify as women ("female players"). After this minimum is satisfied, all other roster spots are open to any gender.
- B. Once registered, captains may access their team's roster via their personal account [LeagueApps](#). Captains are responsible for uploading their roster by the determined deadline. If any issues arise, please contact the Program Manager.
- C. Team captains will be able to add/remove players to their rosters until the end of the regular season. Rosters will be locked at 12PM on the day of the first playoff game.
- D. Only players listed on the team's roster and have played in the minimum number of regular season games, will be eligible to participate in the playoffs. Violation of this rule will result in a forfeit.
 - i. 1 of 6 Games
 - ii. 2 of 8 Games
 - iii. 3 of 10 Games
- E. Players may only be listed on one team's roster per division.

3. PICKING UP PLAYERS & FORFEITS

A. Picking Up Players –

- a. The minimum number of players needed to field a team is 8, with at least 1 player who identifies as female.
- b. The minimum number of players that must be on the official roster to avoid forfeit is 6.
- c. The maximum number of players a team can pick up is 6.
- d. The complete BSSC Picking up Players Policy can be found on the league's page at [BSSC.com](https://www.bssc.com).

B. Forfeit Policy –

- a. If there is a forfeit at the field BUT the teams can still scrimmage, captains are each responsible for paying the official's fees. The game is recorded as a loss and not a forfeit.
- b. If there is a forfeit at the field and the teams CANNOT or DO NOT scrimmage, the losing captain is responsible for paying both teams official's fees and the game is recorded as a forfeit.
- c. The full BSSC Forfeit Policy can be found on the league's page at [BSSC.com](https://www.bssc.com).

4. GAME RULES

A. Start of the Game -

- a. Captains (or a team representative) will meet with the umpire 5 minutes before the scheduled start time to review ground rules. **Home team and Away team will be assigned via League Apps.**
- b. Each team is responsible for paying umpire fees directly to the umpire before the game can begin.
- c. 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.
- d. A minimum of 8 players total is required to begin, (including 1 female player).
- e. The maximum number of male players allowed on the field at one time is 7.
- f. Games will begin at the time scheduled.
 - i. There is NO grace period on lighted fields or when a game is scheduled after yours.
 1. **If neither team has the minimum 8 players ready at the scheduled start time, the game clock will begin at the scheduled start time. The game will start once one team has 8 players, using whatever time remains in the scheduled game slot. All other games will have a 5-minute grace period from the original start time of the game until the minimum number of players arrives.**
 - ii. Once the grace period has ended, if a team has less than 8 but more than 5 (1 of which is a female player), that team may elect to automatically be the Away team. If the team still has less than 8 players once the half inning is completed, a forfeit is awarded. If neither team has the minimum of 8 players, a double forfeit is awarded.

B. During the Game -

- a. A maximum of 10 players may be allowed on the field (maximum 7 male players).
 - i. **Infield shifts, all leagues:** 1st Baseman and 2nd Baseman MUST be positioned between 1st base and 2nd base until the ball is batted. 3rd Baseman and Shortstop MUST be positioned between 3rd base and 2nd base until the ball is batted. Any infielder may not play deeper than 5 feet beyond the dirt.
- b. Players can use BOTH home plate and the strike mat when crossing home, the catcher must use the plate on a force play. The runner is responsible for making every effort to avoid collision for plays at home plate. In the event of a collision, the Umpire has discretion to determine if the runner made an effort to avoid collision. If the Umpire determines that the runner did not make every effort to avoid collision, the batter will be immediately ejected from the game and suspended for the following game the team has scheduled.
- c. **Batting Order** -
 - i. A minimum of 3 female players must be present in the batting order. No maximum number of batters. If a team does not reach the minimum, 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 3 female players have batted. Once 3 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 3 female players. In this instance, they will be put in the lineup in one of the female player spots.
 - iv. **Players Leaving Early** - a MALE player who cannot bat in their spot in the lineup (due to injury or leaving the premises) is not penalized, but is simply skipped. If a FEMALE player cannot bat, causing the team to have less than 3 in the order, it becomes an OUT whenever that spot comes up. If a female batter exits the line-up then the other female batters will shift up in the line-up (in their established order of line-up appearance) to assume the first three batting positions designated for females. A forfeit will be declared if a team is left with less than 8 players.
 - v. **Substitutions** - No subs are allowed in the middle of the lineup. New players will be added to the lineup according to the rule on Late Arrivals.
- d. **Run Limit:** For innings 1 through 4, teams will be limited to scoring no more than 7 runs per turn at bat. Once a team has scored 7 runs their turn at bat will be considered over. For innings 5 through 7 teams will have no limit on the number of runs they can score. **This is only for regular season.**
- e. **Base on Balls** – No additional bases will be awarded in the event of a walk.
- 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. **If a batter does not request a courtesy runner during their first at bat, the batter may not receive a courtesy runner for the remainder of the game.** 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 ground-rule double, or an automatic home run).
- i. If a batter does not request a courtesy runner, but is clearly 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. **Safe at First** –If a ball is hit past the infielder, the batter-runner cannot be thrown out by force play at first by an outfielder during the play. Batter-runners that are injured during the play or take a runner cannot be thrown out by an infielder on a relay.
- i. **Infielder positioning:** Infielders cannot assume a position that is not one of the 5 designated fielding positions (including the pitcher) on the field. If an official determines that an infielder was positioned in the outfield at the time that a throw to first is made on a force out, the umpire can deem the runner safe at his/her discretion. Generally, infielders are not to be positioned further than 5 feet beyond the dirt infield.
 - 1. "Five-man" fielding set up is not permitted.
 - ii. **Outfielder positioning:** There must be 4 outfielders in the grass at all time, greater than 5 feet beyond the dirt infield.
 - 1. "Short fielder" is permitted
- i. **Fouling Out** - 2 foul balls, once a batter has 2 strikes, will result in an automatic OUT.
- j. **No Bunting** - Any full swing is deemed legal, regardless of the distance the ball travels. Any swing considered a bunt by the umpire will be an automatic OUT.
- k. **Pitching** – All batters will start with a count of 1 ball & 1 strike. A strike mat will be utilized and a ball landing on either the plate and/or mat will be deemed a strike.
- i. **Pitcher must be 50 feet or further away from home plate** at the time of release of the ball. If the umpire deems that the Pitcher was closer than 50 feet at the start of their pitch, they will ask the pitcher to move back on the first occurrence, on all future occurrences the pitched ball will be declared a ball.
 - 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 12” .52COR/300lb softball. Female players have the option of using an 11” ball when they bat, but are not required. Player can make that choice for each at-bat.
 - 1. Balls will be provided to the umpires prior to the beginning of the season.
 - 2. Any ball that is hit or thrown into an unreachable area (i.e. over a fence/in the woods) must be retrieved by the team that caused the ball to be lost.

C. End of the Game -

- a. Games will be played for 7 innings or 70 minutes, whichever occurs first.
- b. There is NO mercy rule during the regular season.
- c. No new inning after 65 minutes of designated start time.
- d. Upon going into the last inning, if the home team is behind by 5 runs or more, 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
- e. If game is tied, extra innings will be granted as time allows. If time does NOT allow, games may end in a tie.
- f. If game cannot be completed for any reason (darkness, inclement weather, etc.), the score will revert back to the last full inning completed (unless home team is ahead). A game will be determined official as long as 4 innings (or 3.5 if the home team is ahead) are completed.
- g. **Reporting Scores** - Teams should report their game results via [LeagueApps](#). Please report your score ASAP. The sooner results are received by the Program Manager, the sooner standings can be updated.

5. 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 have played in the minimum number of regular season games, are eligible to participate. Any use of 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. The umpire will NOT make a decision on the protest, but will pass along all the information to the Program Manager to decide the appropriate action.
 - b. During the playoffs, all games will be completed in their entirety. All playoff games will be 7 innings in length unless a tie requires additional innings. If halted for any reason (inclement weather, darkness, etc.), game will be continued at a later date/time from the exact point of interruption, with same lineups. Lineup changes will adhere to the rules laid out under “Batting Order” (Section 4-B-c above).
- C. **Mercy Rule** - Game will be considered over if one teams leads by 20 or more runs after the 5th inning (or 4 1/2 if the home team is winning), or 15 runs or more after the 6th inning (or 5 1/2 if the home team is ahead). Mercy rule is in effect for the playoffs only.
- D. **Tiebreakers** - Finishing the regular season with the same standings points (3 for a win, 1 for a tie, -1 for a forfeit) will be considered a tie record for the regular season. In the case of two or more teams finishing the regular season with a tie, the following criteria will be used to determine playoff seeding:
 - a. Head-to-Head regular season game results
 - b. Team with less runs scored against
 - c. Coin flip

6. SAFETY & SPORTSMANSHIP

- A. **Excessive Baserunner Contact** - Any instance that the umpire determines excessive/unnecessary contact between two players may result in an out and/or ejection from the game.
 - a. Any runner or fielder that intentionally causes excessive contact with the other (including contact with the catcher) is not allowed.
 - b. Sliding is allowed, but not mandatory.
 - c. Fielders that do not possess the ball may not block a base that a runner is going to. Fake tags (i.e., intentionally pretending to tag a player while not possessing the ball) are also not allowed.
 - d. 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).

- e. NO METAL CLEATS.
- B. **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.
- C. **Illegal Bats** - For the safety of our players, BSSC adheres to USA Softball rules in regards to bat use.
 - a. All bats used during league play must be USA Softball certified and have an official ASA/USAS stamp. The exception to this is any bat that was previously approved by the USA Softball but was later added to their "Illegal Bats" list, which can be found at TeamUSA.org/USA-Softball and the back cover of the rulebook.
 - b. If you suspect an opponent of using an illegal bat, bring it to the attention of the umpire immediately.
 - i. If the batter has not entered the batter's box or has not yet completed their at-bat, the umpire will confiscate the bat until the end of the game and the batter will continue with a legal bat.
 - ii. If the batter has reached base via a hit, the umpire will confiscate the bat for the remainder of the game, and the batter will be declared out. Anything that occurred during that player's at-bat will be nullified, and (if still less than 3 outs) all runners will return to their previous positions.
 - c. Penalties are not retroactive. If an illegal bat is discovered, any plays that have been completed prior to the bat being confiscated will remain. So, notify the umpire IMMEDIATELY if you suspect an illegal bat is being used.
- D. 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.

7. FIELD ISSUES & CANCELLATIONS

- A. **Weather Cancellations** - In the case of inclement weather, games may be postponed, delayed, or relocated. Please use the multiple resources available for scheduling notices:
 - a. Notifications via League Apps
- B. **Problems At the Field** - For any issues during non-business hours (on weekends or after 5pm on weekdays), please call our After Hours Hotline ([617-462-8844](tel:617-462-8844)) to get in touch with a BSSC Rep. Reasons for this may include, but are not limited to:
 - a. **Another group on the field** - BSSC has permits for all fields in use, so if the other group does not have one, then field is for our use. Sometimes fields get accidentally double booked, please let the umpire handle the other group.
 - b. **Lights not turning on, or going out early** - Most fields have their lights on a timer and should be on 30 minutes before sunset. If they are not on, please call the after hours hotline [617-462-8844](tel:617-462-8844).
 - c. **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.
 - d. **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 it feels necessary.

For questions or comments, please call Cassidi at 617-789-4070 x723 or email cassidi@bssc.com.

Thank you for playing softball with BSSC and have a great season!