

McFarland Recreation and Park District Slow Pitch Adult Softball Rules

1. Pitch arc is 6'- 10' and there will be **ONE** to waste. Pitch count starts at **1-1**. Open to all bats except ASA only and Senior. Strike zone will be the black mat.
2. **Games will start on time.** IF team does not have enough players by game time, a 5 minute grace period will be given but will cut into game time. Teams are to have a minimum of 8 players on the field (3 girl minimum) to avoid a forfeit.
3. All players must be on Roster. It will be a forfeit if players are not on Roster and game has begun. Girls have the option to play on different teams only if the team is short girls. Opposing team has the option to allow it or not. Decision will be made **before** game.
4. All balls are live unless they hit the upper area of the trees, then that is an automatic double. If it hits the trunk of the tree or a pole it is still live. Umpire makes the final call.
5. If guy walks with a girl behind, they will take 2 regardless of outs or strikes thrown. Girl will only walk with 2 outs.
6. Runners must slide to avoid contact with defensive player. Defensive players are not allowed to block plate. Result will be that runner is declared "out" (if they make rough contact with baseman or catcher) or safe (if baseman or catcher blocks base).
7. Each game will consist of **50** minute play. No new inning will begin after the **45** min mark. No base stealing or leading off.
8. If there is a tie at end of game, the last out from the previous inning will be the runner on 2nd base with 1 out. It will be ONE pitch only. No courtesy runner for the last out on second.
9. Teams will be allowed **1 runner per inning** for a guy and girl.
10. There must be at least 3 girls on the field at **ALL** times. For line up format it will be One and One (guy/girl). **No 2 guys in a row** so leap frog if needed.
11. **Run rule:** if up by 20 after the 3rd inning or 15 after the 4th inning or 10 after the 5th.
12. All players and spectators are subject to the Code-of-Conduct as outlined by the MRPD. No excessive arguing/fighting, no alcohol on park grounds, and no smoking. Players or teams guilty of violating the Code-of-Conduct will be subject to suspension or expulsion. **No refunds.**
13. Team manager is responsible for the conduct of their players and **ONLY** the manager can discuss a play with the umpire. Umpires may eject players and therefore will have to leave the field.