

**NEWTON RECREATION COMMISSION  
CO-ED SLOW-PITCH SOFTBALL RULES**

1. All NRC league games will be governed by the official softball rules as adopted by the United States Specialty Sports Association (U.S.S.S.A). All other rules will be governed by the NRC Adult Slow-Pitch Softball League Rules and Policy.

**BATTERS GO TO THE PLATE WITH THE COUNT OF 1 BALL AND 1 STRIKE,  
ALSO- THERE WILL BE A 55 MINUTE TIME LIMIT ON ALL COED GAMES.  
NO NEW INNINGS WILL BEGIN AFTER 55 MINUTES.**

2. Exception (home rules) to the U.S.S.S.A official rule book are as follows:

Rule 4. Sec 3 Regulation Game: Run Rule: 15 run rule after 3innings, or 10 runs after 5 innings.

Rule 4. Sec 8 Homerun Rule:  
Coed - 2 homeruns each game, foul ball thereafter

Rule 5. Sec 6 A. Additional Hitters. A team may insert as many hitters into its lineup as are on the bench during the game. Additional hitters must be of an even number; i.e. (6 men/6 women, 7 men/7 women). Use of additional hitters must be declared prior to the game. The batting order must remain constant. If a team chooses not to use additional hitters prior to the start of the game, normal substitution rules must be followed in that game. The ten players in defensive positions must be included in the batting order even if additional hitters are used. Teams are not required to use additional hitters.

Rule 7 Sec. 1 There will be a scorekeeper provided for all games.

Rule 14. Sec. 1 A team may consist of no fewer than eight (8) players to start a game. All teams must likewise end the game with no fewer than (8) players. Normal team combination is 5 men and 5 women. If a team is only batting 8 must consist of either 4 men/4 women, or more women than men. Teams may insert 9th & 10th players at any time on defense and only at the end of the batting order unless substituting. **CAN NOT PLAY WITH MORE MEN THEN WOMEN AT ANY TIME.**

3. Injury Substitution: If a team cannot substitute by regular substitution or by the reentry rule, they may substitute for an injured player by using any player previously taken out of the game. The injury substitution rule exception can only be used at times when failure to substitute would result in forfeit of the game.

4. Eligibility: Players must be age 16. Players may play in only one of the co-ed leagues. All players must be listed on their team's roster before they play in a league game.

5. Transfer: A player may change teams only once during the season and then only with the consent of both managers and the NRC Sports Director. A \$5.00 fee must be paid by the player to apply for the transfer if he/she is added to another roster.

6. Disqualification: Any team suspended from the league for any reason will not be given a refund on their entry fee.

7. Pre-game Warm-up: Teams should be ready to take the field ten minutes prior to game times as shown on the schedule. No warm-up time on the field is allowed before the start of the game. Teams must be ready to take the field as soon as the previous game is concluded unless it ends early; the next game will begin as scheduled.
8. Game Balls: Teams provide their own balls. Coed utilizes 1 - 12' ball and 1- 11' ball. Teams hit their own balls. .47 core ball or lower is required. Does not have to be USSSA marked.
9. Team and Player Conduct:
  - (a) A player who is ejected from the game for any reason will be penalized as follows:
    - (1a).The first ejection called on a player, will cause that player to be ejected from the game.
    - (2a).The second ejection called on a player, they must leave the ballpark immediately. They will be suspended for the remainder of the season.
    - (3a).Any player/fan games causing problems inside the complex will be ejected and local authorities will be notified.
    - (4a). No drinking of alcohol beverages on the field or bench will be allowed. Violations may result in forfeiture of the game. **(If in supervisors or umpire's judgment a player is under the influence and is out of control we reserve the right to eject player/person at any time).**
10. Batting order must be alternated male/female.
11. No male/female rotation is necessary on defense.
12. No "crash plays". A runner must make every attempt to avoid crashing into the defensive player. If the umpire rules that the "crash play" was intentional that player determined out and ejected from the game.
13. **Home Team must provide a score keeper if needed.**