

Kevin McAuliffe Rules – High Level Summary (Updated 7/10/2015)

Format

- League uses ASA Softball Rules unless specified
- Modified pitch
- Each team must have at least one (1) woman player on the field and in the offensive lineup at all times during the game. A woman as an Extra Batter does not fulfill this minimum requirement. No team may go longer than 12 batters without putting a woman player up to bat. On any occasion when a woman player comes to bat after the batter ahead of her in the lineup has walked, ASA rules for “co-ed” competition requiring that the woman batter automatically also be given a base-on-balls by the umpire shall not be applied, and the woman batter shall take an at-bat.
- Rule 3.1: Postponed games called within 2 hours of game time
- Rule 2 and 2.4: Up to 25 players per team. Age 21+
- Each team manager shall keep a scorecard during the game. Upon completion of the game, winning teams should have the umpire sign their scorebook.
- Forfeits definition
- All umpires are compensated by the League and are not paid at the field
- Contingent upon field space and time, umpires may designate starting batters counts with a one ball and one strike count.

Game Play

- Games are 7 innings with a coin flip for home field unless it is a second game vs. an opponent
- Teams will each provide a game ball. Failure to do so results in loss of home field and payment to other team
- Mercy rule of 15 runs after 5 complete innings and applied for the regular season only. If trailing by 15 runs heading into the 5th inning, the team winning will be limited to a maximum of an at bat per player in the lineup.
- Unlimited reentry rule for fielders
- The McGowan Rule: In the event that a team does not have any additional bench players and a player is injured, the team will be allowed to skip the player’s at bat without being penalized with an out. If an at bat is skipped, the injured player will not be allowed to reenter the game. If a player is injured, a removed player will be allowed to reenter the game in the position in the lineup for the injured player.
- Team can elect to delay game start time if 9 or fewer players present. 20 minute game start grace period except for 6:30 pm or later starts prior to a forfeit.
- Minimum of 8 players to play.
- In the event a team has 8 or more players, but a female player is not available at the start of the game, a game may start with the team incurring the following penalties:
 - The team will lose home field advantage

- The team will place the missing player at the top of the lineup and incur a penalty of 2 outs each time the player is scheduled to bat. Outs may carryover for future innings.
- The team will play with 8 players in the field
- The McGowan Rule will apply if there is an injury
- There is no restriction on the number of players in the outfield vs. the infield. Teams may position their fielders in any configuration they choose.
- Any vacated spot in the batting order not resulting from an injury (see The McGowan Rule) will result in an automatic "out" one time only, unless the player is ejected from the game.

Batting

- Teams may bat up to 14 players, 10 traditional hitters, 1 DH and 3 Extra Hitters. It is not required to bat all 14, but is an option afforded to the Captains. The batters will be treated like Extra Hitters and may play the field. Batters may be initially identified by the initials EH (Extra Hitter) or DH (Designated Hitter). There may only be one DH per team.
- No team may go longer than 12 batters without putting a woman player up to bat.

Pitching

- No clock rule
- Shoulders square between 1st and 3rd Base

Baserunners

- Courtesy runners must be declared to the umpire
- Courtesy runner is same gender for same gender else last batted out

Delays

- PPD games called within 2 hours of start time. Umpires call games at the field
- If no umpire present at the start of the game, the game may start if and be an official game if the umpire arrives prior to the 3rd inning. See rule 3.11.
- If a team has fewer than 10 players present, the team may elect to delay the game start time up to 20 minutes for a 6PM game. This applies even if the team has 8 or 9 players and can technically field a team. For a 9PM, if they have fewer than 10 players they must start @ 9PM shorthanded. If fewer than 8 players are present at 9PM, the game will result in a forfeit."