

MAD DOGS COED ADULT SOFTBALL LEAGUE



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## OFFICIAL RULE BOOK

### Adult Coed Slow-Pitch Softball

League Style: Fun • Competitive • Fast-Paced • Respectful  
Banana Ball inspired to encourage league fun and competitiveness

**PLAY HARD. PLAY FAIR. HAVE FUN. RESPECT THE GAME.**

## 1. LEAGUE PHILOSOPHY

This league is designed to create a fun, competitive, fast-paced coed softball experience. The league emphasizes teamwork, sportsmanship, coed participation, and keeping games moving.

The league is Banana Ball inspired to encourage league fun and competitiveness.

**Play hard. Play fair. Have fun. Respect the game.**

Competition is encouraged. Poor sportsmanship is not.

## 2. TEAM ROSTERS

### 2.1 Team Size

- Each team must have an official roster of 10-14 players.
- Each team must have a minimum of 3 female players on its roster.
- All players must be officially registered with the league.
- A player may only play for one team unless otherwise approved by the league director.

### 2.2 Minimum Players to Play

The standard defensive lineup consists of 10 players. If a team is missing players, it may begin and play a game with a minimum of 8 eligible players.

A team with fewer than 8 available players will forfeit unless otherwise approved by the league director. Teams playing short must still comply with the league's female defensive-position requirements and batting-order requirements.

## 3. HOME & AWAY - WHO TAKES THE FIELD FIRST

Before each game, one team will be designated the Home Team and the other the Away Team according to the official league schedule.

### 3.1 Top of the Inning

The Home Team takes the field first. The Away Team bats first in the top half of each inning.

### 3.2 Bottom of the Inning

- After the Away Team completes its half of the inning, the Away Team takes the field.
- The Home Team comes to bat.

This order continues throughout the game.

### 3.3 Home-Team Advantage

Because the Home Team bats second, it knows how many runs the Away Team scored during the top half of the inning. During innings 1-6, the Home Team's half immediately ends once it scores more runs than the Away Team scored in that inning.

## 4. BATTING ORDER

### 4.1 Everyone Bats

This league uses a continuous batting order. Every eligible player on the team's game-day roster must be included in the batting lineup and must bat.

- This includes players currently playing a defensive position.
- Players sitting out defensively still bat.
- Players rotating into the field later in the game still bat.
- A player does not have to be playing in the field to bat.
- If 14 eligible players are present and only 10 play defense at one time, all 14 must still be in the batting order.
- Defensive substitutions and rotations do not change the batting order.

## 4.2 Male-Male-Female Batting Format

The batting order follows a Male - Male - Female format. A team may never have more than 2 male batters in a row. After 2 consecutive male batters, a female batter must appear before another male batter may bat. Additional female batters may be used within the order.

## 4.3 Maintaining the Order

- Every eligible game-day rostered player must be placed in the batting lineup.
- Players must remain in their assigned batting positions throughout the game.
- Defensive changes do not change the batting order.
- Players may rotate freely between defensive positions without losing their place in the batting lineup.
- No more than 2 male players may bat consecutively.
- Lineup disputes should be brought to the umpire's attention before the next pitch whenever possible.

# 5. DEFENSIVE ALIGNMENT

## 5.1 Number of Defensive Players

A maximum of 10 defensive players may be on the field at one time. A team playing short may field as few as 8 defensive players.

## 5.2 Infield Limit

A maximum of 6 defensive players may play in the infield at one time.

## 5.3 Female Defensive Requirement

- At least 1 female player must be in the infield.
- At least 1 female player must be in the outfield.
- Both requirements must be satisfied simultaneously.

## 5.4 Outfield Positioning

All outfielders must remain at least 15 feet behind the infield before the ball is hit. Outfielders may move toward the infield once the batter makes contact with the ball.

# 6. BANANA BALL-STYLE SCORING

The league uses an inning-based scoring system designed to make every inning competitive and keep games moving. For innings 1-6, teams compete to win individual innings rather than accumulating every run toward the game score. If the game reaches the 7th inning, every run counts.

## 6.1 Winning Innings 1-6

- Each of the first 6 innings is worth 1 point.
- The team scoring more runs during an inning receives 1 point.
- The number of runs scored does not affect the number of points awarded.
- A 1-0 inning victory is worth the same as an 8-0 inning victory: 1 point.
- If both teams score the same number of runs during an inning, neither team receives a point.

## 6.2 Bottom-of-the-Inning Walk-Off Rule

**IMPORTANT NOTE: During innings 1-6, the bottom half of the inning immediately ends once the Home Team scores more runs than the Away Team scored in the top half.**

- The inning ends immediately.
- The Home Team receives 1 point.
- Remaining outs do not need to be played.

Example: If the Away Team scores 3 runs, the inning ends as soon as the Home Team scores its 4th run. This rule is intended to speed up games and allow more innings to be completed within the 1-hour limit.

### 6.3 The 7th Inning - Every Run Counts

If a game reaches the 7th inning, every run scored counts as 1 point and is added directly to that team's existing cumulative inning-point total. The 7th inning is not limited to 1 point.

Example: If the Away Team leads 4-2 entering the 7th, scores 1 run in the top, and the Home Team scores 4 runs in the bottom, the final score is Home Team 6, Away Team 5.

### 6.4 Seventh-Inning Walk-Off

In the bottom of the 7th, the Home Team continues batting until it takes the overall game lead, at which point the game immediately ends, or it records its third out.

### 6.5 Winning the Game

The team with the most cumulative points at the conclusion of regulation is declared the winner. If the teams finish tied, the game proceeds to the Bases-Loaded Showdown.

## 7. GAME LENGTH

### 7.1 Regulation

Games will be played for 7 innings or a maximum of 1 hour, whichever occurs first. If 7 innings are completed before the 1-hour limit, the team with the most points wins. If the 1-hour limit is reached first, the team with the most points wins.

### 7.2 No Mercy Rule

There is no mercy rule.

### 7.3 Tied Games

Regular-season games will not end in a tie. A tied game proceeds immediately to the Bases-Loaded Showdown.

## 8. OVERTIME - BASES-LOADED SHOWDOWN

If a regular-season game ends regulation tied, the winner will be determined by a Bases-Loaded Showdown.

### 8.1 Setup

- Each team receives 1 at-bat per round.
- The bases begin loaded.
- Each team selects 1 hitter.
- Three players from the batting team occupy first, second, and third base.
- The opposing team takes the field normally.

### 8.2 One-Hit Rule

The hitter receives an opportunity to put one fair ball in play. Once the hitter records a fair hit, the play continues until the ball is dead. The number of runners who legally score on the play becomes that team's overtime score.

### 8.3 Determining the Winner

After both teams complete their at-bat, the team that scores the most runs on its one hit wins.

### 8.4 Additional Rounds

If both teams score the same number of runs, another Bases-Loaded Showdown round is played. Additional rounds continue until one team scores more runs than the other during the same round.

**Bases loaded. One hitter. One hit. Make it count.**

## 9. BATTING RULES

- Every eligible player on the game-day roster bats.

- Players do not have to play defense in order to bat.
- The batting order is continuous throughout the game.
- Defensive substitutions do not affect the batting order.
- The lineup must comply with the Male - Male - Female format.
- No more than 2 male batters may bat consecutively.
- Batters must remain in their assigned lineup positions.
- Only league-approved bats may be used.
- Bunting is not permitted.
- An attempted bunt may be ruled an out by the umpire.

## 9.1 Fan & Spectator Foul-Ball Catch Rule

**Fans and spectators are officially part of the action.**

If a fan or spectator cleanly catches a foul ball before it touches the ground, the batter is OUT.

- The ball must be caught cleanly before touching the ground.
- The fan or spectator must maintain control of the ball.
- The ball must be a foul ball.
- The umpire has final authority to determine whether the catch was clean and valid.

If the spectator drops the ball, the batter is not out and the play is treated as a normal foul ball.

**Spectators, bring your glove - you might record an out without ever making the roster.**

## 10. WALK RULE

If a male batter receives a walk, he automatically advances to second base. This is a two-base award whether the walk is intentional or unintentional. Any runners already on base advance only as required by the award unless another applicable rule requires further advancement. The next scheduled player in the batting order bats normally.

## 11. HOME RUN RULE

Each team receives 2 unrestricted home runs per game.

### 11.1 First Two Home Runs

Each team may hit its first 2 home runs without penalty.

### 11.2 One-for-One Rule

Once both teams have hit 2 home runs, home runs continue on a one-for-one basis. A team may go one home run ahead of its opponent but cannot hit another until the opposing team matches that home run.

### 11.3 Excess Home Run

**If a team hits another home run before the opposing team has matched the previous home run, the batter is OUT. No runners advance and no runs score.**

Example: Both teams have 2 home runs. Team A hits its 3rd - allowed. Team A may not hit its 4th until Team B hits its 3rd. If Team A hits another first, the batter is out. Once Team B hits its 3rd, Team A becomes eligible to hit its 4th.

## 12. PITCHING

### 12.1 Legal Pitch

- A legal slow-pitch delivery must reach a minimum arc of 6 feet.
- It must not exceed a maximum arc of 12 feet.
- At least 1 of the pitcher's feet must be touching the pitching rubber when the pitch is delivered.

### 12.2 Illegal Pitch

- An arc less than 6 feet is illegal.
- An arc higher than 12 feet is illegal.

- A delivery without at least 1 foot touching the pitching rubber as required is illegal.

The umpire has final judgment regarding the legality of a pitch.

### **12.3 Strike Mat / Strike Zone**

A rubber strike mat will be placed directly behind home plate. If a legally pitched ball lands on home plate or anywhere on the rubber strike mat, the pitch will be counted as a strike. The umpire has final authority on whether the ball contacted the plate or strike mat.

### **12.4 Pitching Conduct**

Intentionally throwing at a batter is prohibited. Repeated dangerous pitching may result in removal from the game.

## **13. BASE RUNNING**

### **13.1 Stealing**

Base stealing is not permitted.

### **13.2 Sliding**

Sliding is permitted. Players must avoid malicious or intentionally dangerous contact.

### **13.3 Player Safety**

Runners and defensive players must make reasonable efforts to avoid collisions. Player safety takes priority over making a play.

## **14. EQUIPMENT**

### **14.1 Bats**

Only league-approved bats may be used.

### **14.2 Softballs**

The league will designate the official game ball.

### **14.3 Cleats**

**Metal cleats are not permitted.**

Players may wear appropriate molded or rubber cleats.

### **14.4 Protective Equipment**

Players are encouraged to use appropriate protective equipment, particularly pitchers and infielders.

## **15. UMPIRES**

The umpire has authority over balls and strikes; legal and illegal pitches; fair and foul balls; safe and out calls; inning scoring; fan and spectator foul-ball catches; home-run rulings; defensive-positioning violations; batting-order violations; enforcement of the 1-hour game limit; overtime rulings; player conduct; and all other on-field rule enforcement.

Judgment calls made by the umpire are final. Rule-interpretation disputes may be referred to the league director.

## **16. SPORTSMANSHIP & PLAYER CONDUCT**

This league is competitive, but softball should still be fun. Celebrate your team without disrespecting your opponent. Playful trash talk is acceptable when everyone involved understands that it is playful.

The following behavior may result in immediate ejection:

- Fighting.

- Threatening another person.
- Physical intimidation.
- Intentional dangerous contact.
- Abusive behavior toward an umpire.
- Throwing equipment toward another person.
- Harassment of players, officials, or spectators.

Ejected players may also face additional league discipline.

## 17. ALCOHOL & DRUG POLICY

Players may not participate while impaired. Illegal drugs are prohibited at league games and facilities. Alcohol must comply with the rules of the facility where games are played.

## 18. WEATHER & SAFETY

The league director, umpire, or facility authority may suspend, postpone, or cancel a game because of lightning, severe weather, unsafe field conditions, extreme heat, facility closures, or any other significant safety concern.

**Player safety always comes before completing a game.**

## 19. FORFEITS

Teams may play with a minimum of 8 eligible players. A team unable to field at least 8 eligible players may be required to forfeit.

A team playing short must still meet applicable female participation requirements, have at least 1 female player in the infield, have at least 1 female player in the outfield, and maintain a legal Male - Male - Female batting order.

Repeated forfeits may result in additional league action.

## 20. REGULAR-SEASON STANDINGS

Standings will be determined in the following order:

1. Overall Record
2. Head-to-Head Result
3. Runs Allowed
4. Runs Scored
5. Run Differential

For runs allowed, the team allowing fewer runs receives the higher position. For runs scored, the team scoring more runs receives the higher position. For run differential, the team with the better run differential receives the higher position.

### 20.1 Scorekeeping

Although inning points determine the winner of a game, scorekeepers must record both actual runs and inning points. Actual runs are used to calculate runs allowed, runs scored, and run differential.

## 21. PLAYOFFS

The official playoff format will be announced prior to the beginning of the postseason. Once announced, the playoff format and postseason tiebreaker procedures will apply to all qualifying teams.

## 22. TEAM RESPONSIBILITIES

- Know the league rules.
- Maintain an official roster of 10-14 players.
- Maintain a minimum of 3 female players.
- Field at least 8 eligible players on game day.
- Include every eligible game-day rostered player in the batting order.
- Follow the Male - Male - Female batting format.
- Never allow more than 2 male batters to bat consecutively.

- Maintain legal coed defensive positioning.
- Arrive on time.
- Respect officials, opponents, teammates, and spectators.
- Keep the field and dugout clean.
- Pay league fees by established deadlines.

Team captains are responsible for communicating league information to their players.

## 23. LEAGUE DIRECTOR AUTHORITY

The league director has authority to interpret league rules, resolve disputes, adjust schedules, postpone or cancel games, discipline or suspend players, remove teams when necessary, address situations not specifically covered by this rule book, and make emergency changes necessary for safety or competitive fairness.

## 24. THE FUN RULE

We're adults playing softball.

**Compete like the game matters. Act like you have to see everyone again next week.**

Cheer for your teammates. Celebrate the big plays. Make the spectacular catch. Enjoy the walk-off wins. Talk a little friendly trash. And if you're sitting in the stands, pay attention - you might be responsible for an out.

**Fun and competitive can exist at the same time.**

Nobody gets a championship ring worth ruining everyone's night over.

## 25. LEAGUE MOTTO

**PLAY HARD. PLAY FAIR. HAVE FUN. RESPECT THE GAME.**

**Every inning matters. Every player matters. Every game should be fun.**