TEAMS
1. Membership – Each team must have a captain who is a member of the Villanova University community (i.e. faculty, staff, or alumni).
2. Players may participate on one team only. **All players must sign a waiver of liability in order to participate. All participants must be at least 18 years old.** Captains are responsible for roster accuracy. The playing of non-roster players will result in a forfeit. The last day for roster changes is June 5th.
3. Each roster must have a minimum of 12 players. Eleven team members can play using a short fielder and a designated hitter. Games may be played with only 8 players on the team. Failure to have at least 8 players will result in a forfeit. The 8 player rule does not apply after ejections. Late players may join the game upon arrival.

EQUIPMENT AND FIELDS
1. **Metal spikes or cleats are forbidden.** Plastic/rubber spikes or sneakers must be worn at all times.
2. The playing fields will be West Campus, Austin, Mendel and Pike Fields.
3. Batter’s Helmets, chest protectors and catcher’s masks will be provided by the University upon request. Choosing not to use this equipment will put you at greater risk for injury. We strongly urge you to wear protective equipment.
4. Bats, bases and softballs will be provided. Each team must supply their own gloves.
5. Teams may use their own bats as long as they are on the list of ASA 2004 approved bats. Although some double-walled bats are part of the ASA 2004 list, these bats MAY NOT be used. Please see the attached list of illegal bats.
6. On any field, if a ball in flight enters a tree through the branches in fair territory, an automatic double will be awarded. If the ball hits the tree below the branch line, play continues and the batter may advance as far as possible. Any ball caught after hitting a tree or any other obstruction in fair territory is not an out, but is in play. Prior to the game, the officials will establish what fair territory is and what is out of play.
7. If the ball rolls through the outfield fencing on Austin Field in left field, it is a home run.
8. If ball goes into the cemetery on the fly at Austin, it’s a home run and if the ball bounces into the cemetery it is a ground rule double. Also, it is a ground rule double if ball goes into the open end drain in right field at Austin. All balls are in play in right field at Austin, on terrace, on roadway and in front of building.

GAMES
1. Games will be played as scheduled with no grace period. Game time is forfeit time. If your team is not on the field and ready to play at game time then your team will forfeit the game. If possible, rainouts will be rescheduled. Captains will be notified of rain cancellations via IM hotline. Forfeits will not be rescheduled.
2. All games consist of 7 innings or one hour, whichever occurs first. The 15 run rule will apply after 4 complete innings and the 10 run rule will apply after 5 complete innings. In case of rain, darkness, etc., 4 innings will constitute a complete game.
3. The umpire will keep the game moving at all times. Stalling will not be permitted.

RULES OF PLAY
1. All rules are consistent with ASA Softball Rules except where noted below.
2. There will be no bunting, leading, or stealing of bases. Any attempted bunt or stolen base will result in an automatic out. A batter must make contact with the ball before the base runner leaves the bag.
3. The base runner must make contact with home plate in order to score a run.
4. All batters will begin with a 1/1 count (except during playoffs).
5. No passed balls or wild pitches will be called.
6. A legal pitch must be delivered between an arc of 6 – 12 feet.
7. A strike mat is used during play. A pitch will be called a strike if it is a legal pitch and hits the plate or strike mat or if the batter swings and misses or fouls a ball off.
8. An illegal pitch (an arc less than 6 feet or over 12 feet) results in an automatic ball. The umpire will announce the illegal pitch but the batter still has the option to swing. If a ball is hit it is then in play.
9. On a third strike foul, the batter is out (If a batter has 2 strikes and fouls the ball, they are out).
10. The pitcher must have one foot on the mound when addressing the batter.
11. Overthrows INTO OUT OF PLAY AREAS will result in the runner taking the base he/she is headed for plus one additional base.
12. The 15 Run Rule – A team ahead by 15 or more runs after four full innings will be declared the winner. If the visiting team scores the fifteenth run at the top of an inning, the home team will be allowed to have their turn at bat.
13. The 10 Run Rule – Any team ahead by 10 or more runs after five full innings will be declared the winner. If the visiting team scores the tenth run at the top of an inning, the home team will be allowed to have their turn at bat.
14. Scoring Runs: The base runner must always touch home plate to score a run. There is always a “force out” at home plate. The catcher, or any fielder who is covering home plate, must always tag home plate for an out. As always, the catcher may tag the runner as well. The runner must always try to avoid contact. Runners cannot slide at home plate and will be called out if they slide. Under no circumstance may a player barrel over the catcher and will be called out if this occurs.
15. At ANY base excluding home plate, when there is a PLAY AT THE BASE and there IS CONTACT between the runner and the defensive player, the runner will be called out if they do not slide. All three factors must take place for the out to be called.
There MUST be:
   o A PLAY at the base
   o CONTACT between runner and defensive player and the runner DID NOT SLIDE.
   ▪ If there is a play, is contact and the runner slides = SAFE
   ▪ If there is a play, runner does not slide but there is no contact =SAFE
   ▪ If there is a play, is contact and the runner did not slide = OUT
16. There will be a safety bag at first base to avoid collision. On a close play at first base, the runner must make contact with the safety bag.
17. 11 Players, 10 Fielders may play at a time. A team is allowed to use an Extra Hitter (EH) to be the 11th batter in the lineup if all of the fielders hit. If a team elects to use a DH for a fielder, the team forfeits that right to have an EH.
18. All pinch runners must be the last person called out. Teams will be allowed as many pinch runners as requested.
19. PLEASE NOTE – An infielder is not permitted to intentionally drop a pop up. If the umpire determines this was done intentionally, the batter is out and the runners return to their base.
   Example: There is a runner on first and the batter pops up the ball to the second baseman who lets the ball hit the ground after noticing neither runner is running hard to the base. The ball is dropped to aid in the completion of a double play. This is not allowed. If this does occur, the batter is ruled out and the runner returns to the base. This is different than the Infield Fly Rule. This is an ASA Rule.

DISPUTES
1. Only the captains may discuss (not argue) with the umpires about plays or players. Any other player interfering in any manner will be ejected from the game.
2. Any intent to protest must be made to the umpire before the game ends. A protest may be made on rule violations only, not on judgment calls.
3. The League Commissioner shall decide any discrepancies.
CONDUCT
1. Any unsportsmanlike conduct, in the interpretation of the umpires, will result in an automatic ejection.
2. Any player tossing equipment will be ejected from the game. This particularly applies to a batter tossing a bat.
3. Any player that is ejected must leave the field immediately and the area within sight and sound of the officials. Failure to do so may result in a forfeit.
4. Any player involved in a fight will be ejected from the game and the league at the discretion of the League Commissioner. Any player who interferes with the umpires before, during, or after the game will be subject to disciplinary action that may include ejection from the league.
5. The use or possession of alcohol or drugs at any game is strictly prohibited. This includes ALL tobacco products.

OTHER
1. Score sheets must be signed, completed and turned into the umpires before both teams leave the field. The home team is responsible for keeping score.
2. The home team is listed on the schedule.
3. Two forfeits by any team will result in a team being left out of playoff contention.
4. No new inning will start after 55 minutes of play.
5. RE-ENTRY Rule – A player can only reenter the game after leaving once per game.

PLAYOFF RULES
1. The playoff tournament will be double elimination. The top 8 seeds will qualify for playoffs. In the case of a tie for 8th place, the first tiebreaker is head to head. The second tiebreaker is run differential between the two teams involved in the tie. The third tiebreaker is run differential versus all opponents.
2. Playoff games are tentatively scheduled for the end of June or early July. Playoff dates and times are subject to change.
3. Any team using a non-roster player during the playoffs will be eliminated from playoffs. The League Commissioner will decide upon players eligible for the playoffs. It is each captain’s responsibility to find out which players are eligible to play before the playoffs begin. A playoff eligible roster will be available upon request from the League Commissioner. Four (4) Game Regular Season Minimum for eligibility in playoffs (includes if a game is a forfeit).
4. The 10 run rule is in effect during the playoffs, except during the semifinals and the final game of the playoffs.
5. Batters will receive a full count for all playoff games.