



2024 Livingston Adult Co-Ed Softball League Information & Rules



Updated 5/1/2024

Team and Player Fees:

Team League – \$400.00

(you may solicit a team sponsor to cover fees, Sponsor will also get a Banner for the Fence advertisement)

Player Fees – \$25.00 per player

Deadlines:

Team Registration deadline: June 7th, 2024

Team Fees – Paid in full by June 14th, 2024

Player Fees – Paid prior to participation in league

Payments Can Be Made:

1. Online at <https://secure.rec1.com/MT/livingston-recreation-department/catalog>
2. By phone at 406-223-2233
3. In person at the Civic Center, 229 River Drive



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Livingston Adult Softball League Rules

(ASA rules govern our league, unless listed below):

Alcohol/Tobacco/Dogs:

- No drinking alcohol in dugouts or on the field of play
- No smoking in dugouts or on the field of play. Use designated ash trays.
- Players smoking/drinking in dugouts or on field of play may be disqualified from the game.
- No glass
- No Dogs

Intoxicated Player: It is the judgement of the umpires and/or the league manager to determine if a player is to intoxicated to continue/start playing without increasing risk to themselves or other players. An intoxicated individual may be disqualified from the game.

Disqualified Player:

Any player removed from the game by the umpire for non-flagrant reasons. A disqualified player may participate by remaining in the team area and coaching bases.

Ejected player, coach, or manager:

Any unsportsmanlike conduct by a player, coach, or manager, which results in an ejection from that game, that player will be suspended from the complex for his/her next game. **Unsportsmanlike conduct includes but is not limited to: foul or abusive language, persistent misconduct after receiving a warning, abuse of equipment, continual dissent with umpire's decision, fake tags.**

The ejected player may not play in any game/games until they serve their suspension. If a player is ejected for a third time, that player will be removed from the league.

Example: If a player is ejected at their 6:15 game on Monday night, they may not play for another team as a pick-up player that night or any night until they serve their one game suspension for their own team.

Arguing balls and strikes:

Any arguing on the judgement of balls and strikes will constitute a team warning, any repeat offense shall result in the ejection of that team member.

Team Requirements:

Teams must roster 12-18 players. The required number of players to play a game is nine. If at game time, a team has 6 or more, but less than the required number of players to start the game (9), they will take visitors and start batting, with the missing players being outs. If by the third out they don't have the required number of players the game is forfeited.



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When fielding a team, two (2) males and two (2) females must play in both infield and the outfield. One (1) male and one (1) Female must play in the pitchers or catchers position.

- Teams must have a minimum of 5 females in the field at all times.
- Exception: If team can only field 4 females, 1 male is removed from the line up and team competes with 9 in the field. Team can have 10 in lineup and females will be through to continue the male/female/male/female batting lineup pattern.

Forfeits:

If a team, once a game has begun has less than the required number of players the game is forfeited. See Team requirements above. A team forfeiting two games will be excluded from the remainder of the season. Their league and player fees being forfeited. Players may add onto existing rosters. The score of a forfeit game will be recorded as 7-0.

Game Starting/Ending procedures:

- Games will start at exactly the scheduled time.
- Managers shall exchange batting orders with each other before start time
- Game length: 7 innings or no new innings started after 70 minutes
- Tournament Rule: Games will play full 7 innings (no time limit)
- Games can end in a Tie
- If after 70 minutes and the home team is batting and winning the game will be called
- Run Rules are as follows:
 - 20 Runs after 3 innings
 - 15 Runs after 4 innings
 - 10 Runs after 5 innings

Make-Up Games/ Reschedule Procedure:

When games are cancelled due to inclement weather the following will occur,

- Make-Ups will be scheduled on Wednesdays
- Forfeited Make-Up games do not count towards the forfeit penalty
- Requests for reschedules of a make-up game must happen 48 hours prior to the make-up game.

Batting Orders:

Batting orders must alternate genders and lineup must have a minimum of 9 to begin game.

- Late arrival players may be added to the bottom of the order whenever they arrive
- Teams batting 9 will take an out in the 9th or 10th spot
- When a male batter is walked they advance to 2nd base. The following batter (Female) and there are 2 outs the female batter has the choice to also take first base.



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Pick-Up/Substitute Players:

A team may pick up players to meet the required number (9) to play a game.

Pick up players **must be rostered members of the Livingston Adult Co-ed Softball League** - Liability waivers signed and league fees paid \$25. This can be done with the League Manager at the field using cash or check.

- If a team is playing with a pick-up player and a member of their team arrives late, the pick-up player shall be replaced by the late arriving team member.
- A maximum of 2 pick-up players per team may be used before the game is considered a forfeit. This will not count towards the forfeit penalty.

Shorthanded Rule:

If a team begins play with more than the required number of players, that team may continue the game with one less player than is currently in the line-up whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than 9 players in slow pitch.

- If playing shorthanded and a substitute arrives, he must be inserted immediately into the vacant spot. If he/she refuses for any reason that player becomes ineligible for the remainder of the game.
- If the player leaving is the base runner or batter, the runner or the batter shall be declared out.
- When the player who has left the game is scheduled to bat an out shall be declared for each turn at bat. An inning or game can end on an automatic out.
- The player who has left the game cannot return to the line-up.
 - Exception: A player who has left the game under the blood rule may return even after missing a turn at bat
 - Failure to have the required number of players to start or continue a game will result in a forfeit.

Courtesy Runner/Substitutes:

- Any player may have a courtesy runner before the next pitch
- The courtesy runner is on base when their spot in the batting order comes up, the batter will be called out.
- The courtesy runner may be any player in the lineup
- After one pitch to the following batter a courtesy runner may not be used
- Injured players may be replaced by a courtesy runner at any time
- There is no limit to how many times you substitute players, but you cannot sub into different spots in the line-up. Example: Once you sub in for batter number 3 then you can



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only play in the number 3 spot on the line-up. Also, batter number three can only sub back in to their original position in the line-up.

Metal Cleats:

- Metal cleats are not permitted. Metal cleats will warrant disqualification from the game.
- No open toed shoes, flip flops, or sandals allowed.

Double First Base:

- A batted ball hitting the fair portion is declared fair, and a batted ball hitting the foul portion only is declared foul
- If a play is made at first base on any batted ball, a defensive player must use only the fair portion of the base at all times. EXCEPTION: On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference. If intentional interference is ruled, the batter/runner would be out. The batter/runner must use the portion of the bag in foul territory (the colored bag).
- After over-running the base, the batter-runner must return to the fair portion
- On balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch either portion of the base
- When tagging up on a fly ball, the fair portion must be used
- On an attempted pick-off play the runner must return to the fair portion
- Once a runner returns to the fair portion, should he/she stand on the foul portion only, it is considered not in contact with the base and the runner shall be called out, if he is tagged with the ball

Field Dimensions/Equipment:

- Bases set at 60'. This is 5' shorter than ASA rules
- Pitching rubber set at 50'
- ASA Bats only
- Men hit 12' ball, Women hit 11'. If the incorrect ball is pitched the offense has the option to accept the result or re-hit with the same strike count. Pitches must reach a height of at least 6 feet and not more than 12ft. Speed of the pitch must be slow

Batting:

- Batters will start with 1 ball and 1 strike
- Foul balls with two strikes will result in an out
- No bunting. Umpires discretion as to whether the player "Swung"



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- Only 2 home runs per team per game. Home runs beyond 2 are outs. The exception is if both teams have hit 2 home runs then each team can hit 1 more.

Base running:

- No leading off.
- No stealing. Once the ball returns to the pitcher, runners may not advance. Umpires discretion.
- Sliding is allowed. No take-out slides. Take-out slides will result in ejection
- Players or coaches may occupy 1st and 3rd base coaching positions when on offense

League Manager: LaRue Seitz-Dettori

406-223-0330

Governing Agency: City of Livingston, Recreation Department

406-220-5291

This contact is available for text messaging and calls.