Sun City Senior Softball COED League Rules 2026/27

Amended: October 14, 2026

General

The Coed League was created to allow players to play softball in a mixed environment.

The Coed League will be open to all leagues and players, preserving the Vision of the Coed League.

The Coed League will be governed by SSUSA rules except as modified by the Sun City Coed League Committee (SCCLC). If appropriate, the SCCLC will utilize ASA rules for clarification of SSUSA rules only. Other provisions may apply.

Code of Ethics To conduct ourselves as ladies and gentlemen, and at all times to do the right thing.

Coed League Vision An equal balance of men and women

Coed League Committee Mission Statement

The League Committee will represent and be the spokes group for the Coed League. The committee will supervise and manage all activities related to the League. The committee will provide leadership and direction for the league and maintain an effective line of communication between all persons and groups involved in the day-to-day operations of the League.

Coed League Committee Structure

1. The League Committee will be composed of the Chairperson and volunteer league members in good standing. The number of members may change yearly.

2. The Chairperson of the committee shall be approved by the Sun City Senior Softball League President. The Chairperson shall serve at the discretion of the League President, a maximum of 3 years. The Chairperson may resign, be removed by the SCSL President, or by unanimous vote of the committee as approved by the SCSL President.

C. The Chairperson shall present committee members to the Sun City Senior Softball League Board for final approval. Committee members may serve until he or she decides to resign or is removed by the Chairperson with approval by the SCSL League President.

3. The Chairperson shall have the option of appointing a Secretary responsible for meeting minutes and for maintaining all records relative to the League.

4. The Chairperson of the Coed League is prohibited from being a team manager while serving in that capacity.

Coed League Committee Functions and Duties *(which may be accomplished by the Chairperson or designated to committee members):*

1. *Attend Sun Cities Senior Softball Board meetings, report league activities to and update the Board on issues relative to the operation of the league.*
2. *Conduct player surveys and collect player availability data.*
3. *Determine the number of teams for each session and select players as per the player placement process.*
4. *Organize and implement a team drafting process for session play.*
5. *Ensure each team has a balanced representation from each league.*
6. *Publish team rosters and schedules.*
7. *Assign returning and new players to teams after original team rosters are complete.*
8. *Maintain an up to date Coed League master player roster.*
9. *Establish, publish, and enforce all rules.*
10. *Provide information/team scores to the press and Webmasters.*
11. *Schedule managers meetings to solicit manager input.*
12. *Publish and post league information on bulletin boards and the web site.*
13. *Ensure the playing field, dugouts, and clubhouse are maintained in good order and closed securely post play.*
14. *Facilitate hospitality for players and fans through donuts & coffee.*

Coed League Specific Guidelines

1 The Coed League will follow ASA and SSUSA Central and National League rules, subject to revisions by the SCCLC specific to the operation of the Coed League.

2. The team rosters shall consist of a minimum of 10 players and a maximum of 13 players, except where agreed upon by the SCCLC.

3. The number of female players registered will determine the number of teams, maintaining a minimum of four (4) female players per team.

4. Umpires for each game will be provided by the Chief Umpire.

5. Men will use 12" and women will use 11" ball. A new game ball of each size will be used for each game if possible.

6. No banned bats or Senior bats will be permitted (see ASA banned bat list). American League players will use aluminum bats. Only bats provided by the League may be used.

PITCHER'S MANDATED MINIMUM SAFETY EQUIPMENT

SSUSA 2014 Playing Rules Amendment.

Pitchers are required to wear a protective face mask while pitching. If a team pitcher refuses to wear a pitcher's mask the team will forfeit the game.

Pitchers are encouraged but not required to wear additional protective safety equipment, comprised of heart/chest protection and shin guards.

RULES OF PLAY

1. Prior to a team assignment all non-rated players must attend a Green Team to obtain a rating unless otherwise specified by the Co-ed League Committee.

2. Game start times to be decided by the SCCLC prior to the start of each session.

3. A 60 minute time clock will be used. When time runs out, play will continue to the end of the current inning, plus one more inning. The last inning of any game will be the open inning. Other time limits on games will be at the discretion of the Coed League Committee.

4. If the first game is canceled due to adverse conditions, all games will be canceled. Delay of game start due to weather/field conditions will result in shortening games to 6 innings. The Mercy Rule will apply through the 5th inning, with the 6th inning as the unlimited inning.

5. Team Rosters will show the rating of each player. All rostered players must play a minimum of 3 defensive innings. American League rated players are only permitted to play Outfield positions (Rover is considered an outfield position).

6. All rostered female players must play all innings, with male players rotating in and out as necessary. If a male player is absent, and the team can still field 11 players, no substitution is allowed.

7. Batter starts with a one (1) and one (1) count with one(1) to waste.

8. Batting line-up must alternate males and females until all women have batted, after which time two or more males may bat in succession. No women may bat back to back in the batting order. E.g. Coed Team of 11 players: M F M M F M F M M F .

9. No Infield Fly rule.

10. Four (4) runs maximum allowed per inning, with the last inning unlimited.

11. Sliding is allowed. Running through the bases disallowed only at first base, where the runner must tag the orange bag. Runners coming into a base must veer off to avoid contact with a defensive player. A defensive player may not block the runner.

12. A 130' arc shall be utilized in the outfield. Alll outfielders, including the Rover, must remain behind the line when a female player is at bat until the ball is hit. If a player crosses the 130' at the start of play (when the ball is pitched), the ball is considered dead, the batter is awarded first base, and players on base are awarded the next base.

13. Use of a pitching screen is optional and must be properly positioned. The pitcher will deliver his/her pitch over or around the screen as per screen usage rules.

a. Pitchers may play defensively from that position.

b. A ball hit into the screen is considered a **DEAD BALL**. No limit on **DEAD BALLS.**

c. A ball thrown into the screen is a live ball (whether screen is on or off the playing field).

14. A Courtesy Runner a may run **once per inning** after a batter has reached first base. A pitcher who needs to put on protective gear may also request a courtesy runner.

15. A male batter who receives a base on balls, whether intentional or unintentional, will will be awarded two (2) bases. A female batter who follows that batter in the batting order has the option of batting or accepting a walk to first base.

16. A female player may NOT be thrown out at 1st base if the throw originates from the outfield. The defensive player may continue to throw out runners at 2nd or 3rd or home on balls batted through or over the infield. The Rover is considered to be an outfield position.

17. Flip Rule/5 Run Rule: If the visiting team is ahead by five (5) runs or more in the last inning, the home team will "Flip" the inning and bat in the top of the last inning.

a. If the home team does not tie or go ahead, the game is over.

b. In the event of a tie, the visiting team will have the last at bat.

18. **Mercy Rule**: If a team is ahead by 12 runs after the 5th inning or 10 runs after the 6th innings the game is over.

19. ONLY Managers may bring/appeal violations to the ***Home Plate Umpire,*** *e.g.* ineligible sub or runner, runner missing a bag, interference, and batting out of order. Only a Manager may appeal a call to the umpire; an umpire's decision is final.

Ejections:

1. An umpire or Coed League Committee member may eject a player who threatens or uses abusive language directly toward an umpire, player, or spectator. The ejected player is automatically suspended from playing in any further games until the Coed Committee reviews the incident and determines a sanction.

2. An ejected player must leave the field /softball complex immediately. A player who refuses to leave the field /softball complex will be suspended for a minimum two or more games as imposed by the Coed League Committee.

3. A player who attacks an umpire, player or spectator will be suspended from further play pending a decision on disciplinary action.

4. The umpire or Coed League Committee member ejecting a player must submit a written report to the Coed League Committee Chairperson within 24 hours. The Sun Cities Senior Softball Board shall review the incident and recommend an action to be taken by the Coed League Committee.

5. Players who disagree with the decision of the Coed League Committee have the right of appeal to the Sun Cities Senior Softball Board President.

SUBSTITUTION GUIDELINES

1. The Sub Pool is intended for players requesting to be subs only, newly rated players not rostered, players returning after five (5) absences, and players arriving after the first four (4) games of the session.

2. If team strength is 11 or 10, but the 4 female minimum can't be met, the team must obtain a 4th female from the sub list or from another team.

3. Substitution of a female player for a male player on the day of play is allowed ONLY due to unexpected absence or sudden injury, when no other male player is available. Both Managers must be in agreement, and review the new batting order.

4. Substitution of a male player for a female player on the day of play is allowed ONLY due to unexpected absence or sudden injury, when no other female player is available. Both Managers must be in agreement, and review the new batting order.

5. American league players may only substitute for other American League players. Central League players may sub for other Central League, OR American League players. National League players may substitute for any players.

Manager Duties and Responsibilities:

1. Home team prepares the field for each game.

2. Managers must file incident reports for any player's injuries. Concussion Protocol will be followed in incidents where a player is struck in the head/face or in a fall where the head makes contact with the ground.

3. All managers (or their Representative) must attend all Coed League Manager meetings.

4. All managers must arrange for score sheets for each game.

5. Managers are responsible for distribution and collection of uniform shirts for each session.

6. Managers may request replacement players as follows:

a. Connect the Coed Chairman after the player has missed 5 games (Rainouts and "byes" do not count).

b. Coed Chairman reviews and then agrees on the sequence of replacement (in the case more than one Manager needs a replacement, depending on the dates of the 5th absence).

7. Managers of teams playing last will secure the field, store equipment, and lock facilities as needed.

8. Managers will arrange for substitutions as follows:

a. Eligible players from sub list or from rosters/teams playing the same day.

b. Pitchers may be substituted regardless of rating.

Duties and Responsibilities of Players:

1. If a player is going to be late, or miss a game, they must notify the manager well ahead of time. Late players who do not notify their Managers may not be allowed to play.

2. Players are advised to arrive at the field 30 minutes (1/2 half-hour) before game time to stretch/warm up properly and thus avoid unnecessary muscle injuries.

3. A Player who misses five (5) games per session may be replaced with a sub pool player of equal rating. If a lower rated player is chosen their rating will be elevated for the remainder of the session consistent with that of the player they are replacing.

4. Drafted Pitchers, or replacement pitchers for the drafted pitcher during the session, are exempt from the five absentee rules.

Uniforms

1. In support of our sponsors a full league - issued uniform consisting of cap/visor, pants, shorts, and team jersey must be worn so the sponsor's name is clearly visible and shirttails tucked in. With the exception of the umpires, all players, coaches, and managers must wear their league issued uniforms. In case of cold or inclement weather, additional clothing will be allowed.

2. League issued uniforms are for league or club play only and are not to be used for non-league/club activities. Alterations are not permitted except for temporary "tucks" for fit. Any permanent alterations will result in a charge to the player. Caps/visors, pants, and shorts will be replaced on an exchange basis only, if worn out or damaged by play.

3. Players will not be allowed to play unless dressed in their properly worn, league issued uniforms. Players will be given one warning by the umpire to immediately fix the uniform problem or be removed from the game. The team will continue to play minus the removed player. The team will be charged with an out each time the player would have to bat. This rule is for the benefit of the sponsor, for proper newspaper/team pictures and for the professionalism of the SCS.

4. All articles of uniform are the property of the club. Any player who resigns his membership must return jersey's pants, and shorts.

Abbreviated Coed Rules for Schedule Webpage

- 4 runs max per inning with the last inning as open/unlimited runs.
- Sixty minute (60) timeclock. When time runs out, the current inning will be finished plus one more. Last inning is the open inning.
- Batter starts with a "1 ball" and "1 strike" count, and "1" to waste.
- MERCY RULE: if either team is ahead by 12 runs after 5 innings or 10 runs after 6 innings, the game is over.
- FLIP RULE: If Visiting Team is ahead by 5 + runs after the 6th inning, the Visiting Team will "flip" and remain in the outfield while the Home Team remains at bat. If the Home Team ties or goes ahead, the Visiting team will have their last at bats.
- When a woman bats, all outfielders, including the Rover, will remain outside the 130' arc and may not encroach on the batter until the ball has been hit. If an outfielded crosses the 130' line or is found in front of the line before the ball is hit, the ball will be considered dead. The batter will take 1st base, and any other players on base will advance one base.
- No outfielder or the Rover may throw a woman out at first base.
- A male batter who receives a base on balls will be awarded 2 bases IF the following batter is female. The female batter has the option to hit or take the walk to 1st base.
- Courtesy Runners limited to once per inning.
- NO RUNNING THROUGH THE BASES.
- NO INFIELD FLY RULE.