



Players Choice Indoor Softball Rules

General

- The goal of Players Choice is to obtain a quality, competitive atmosphere with the focus on the enjoyment of the sport.
- Sportsmanship will be closely monitored.
- If ejected, you are ejected from the next scheduled game.
- Gym or turf shoes should be worn; Players are not to wear softball cleats
- No food or drink on turf area.
- Absolutely no climbing on outside walls/nets.

Playing Rules

- All games are 80 minutes in length or 6 innings, whichever comes first. A new inning may not be started after the 75th minute.
- All games will be played on 60' base paths.
- Coaches are responsible for having players on and off the playing field in a timely manner between innings.
- To speed up the game, an inning will consist of 6 outs for the offense, and 6 outs for the defense with the bases being cleared after three outs. This rule in effect for innings 1 & 2 only.
- Pitchers will be allowed to throw three (3) innings per game. (*League Play only*)
- There is a six(6) run rule per three(3) outs.
- All players must be contained within the designated dugout protective screens. **THIS INCLUDES THE ON-DECK BATTER.**
- Official line up card must be posted in dugout area prior to and during the game.
- Only roster coaches and players allowed on field. No parents or spectators.
- Any pre-game warm-ups must be conducted on the playing field.
- Free substitutions on defense. Batting order must remain unchanged.
- No collision rule-must avoid contact if at all possible.
- Minimum of seven(7) players required to start the game.
- A ball hitting the ceiling within the ribbon area designating the infield is an out.
- A ball hitting the ceiling outside the ribbon area designating the outfield in fair territory is a live ball. A ball caught off the ceiling is an out.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- A ball that is hit below the orange ribbon on a line drive, or an untouched groundball is an automatic "SINGLE". A ball hit above the orange ribbon is an automatic "DOUBLE". Players may advance further at own risk.
- Fair ball caught off outfield netting is NOT an out. Runners advances at own risk.
- Catchers must wear protective gear.
- Runners can advance to any base, including home, on a passed ball, at any time.
- A ball thrown into the dugout area is a dead ball, one (1) base advancement.
- Pitchers are allowed six (6) warm-up pitches at the start of an inning.
- All equipment must be kept inside the dugout.
- All final decisions and calls are at the discretion of the Umpire.