



Official Arena Softball Rulebook

And IASA Regulations Guide

Revised June 2019

IASA

International Arena Softball Association

Rule book and By-laws

Official Rules Adopted

Indoor Slow Pitch/Indoor Softball/Arena Softball

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League Rules

Arena Softball House Rules..... Page 3

The Game

1. League Games Page 4
2. Umpires Page 4
3. Aggression and Abusive Language..... Page 4
4. I.A.S.A Memberships..... Page 4
5. League Play Page 5
6. Coed Leagues..... Page 5-6
7. Rosters..... Page 6

Game Play

8. Pitching..... Page 7
9. Batting..... Page 8-9

10. Base Running Page 11-13
11. Scoring..... Page 13
13. League Scoring..... Page 13
14. League Standings Page 14
15. Forfeits Page 14
16. Suspensions..... Page 14
17. Protest Page 15
18. Halo Rule..... Page 15
19. Tournament Variation Rules Page 16

HOUSE RULES

1. No Cleats of any type may be worn on the fields.
2. Shoes must be worn at all times inside Arena Softball.
3. Any type of derogatory or offensive language is prohibited.
4. An injury waiver/player registration form must be completed prior to gameplay.
5. Spitting is prohibited inside the facility and on the fields.
6. No tobacco products are allowed inside the facility.
7. No sunflower seeds are allowed in the facility or on the fields.
8. No gum, food or beverages are allowed on the fields.
9. Food and beverage are not allowed in the dugout.
10. ONLY players are allowed in the dugout.
11. Physical altercations will not be tolerated.
12. No consumption of alcoholic beverages is permitted while playing Arena Softball.
13. Any injuries incurred while playing must be reported to the Umpire and Supervisor on Duty.
14. Baserunners cannot jump on the nets. After one warning to the team, the umpire will call an out on the subsequent players who jump on the net.
15. On the field of play the umpire has sole discretion.

The Game

1) League Games

- a. League Games consist of 4 innings, during a maximum playing time of 60 minutes from the scheduled game start time.
- b. A game consists of 4 innings where each team will get 20 legal pitches each, pitched by the opposing team's pitcher to the other team.
- c. If a team does not have the required 5 players within the 5 minutes of the scheduled start time, that team will forfeit the game.
- d. If a game is tied at the end of the 4th inning, it will be extended into 1 extra inning, if it is deemed time effective for the facility.
 - i. During the extra inning each team will receive 10 legal pitches.
 - ii. If the score remains a tie after the extra-inning has been played, the final result will be a tie.

2) Umpires

- c. Please remember, only team captains can speak to the umpires
- d. Judgment calls should not be questioned
- e. A pre-game meeting is to take place prior to the start of each game with the captain of each team.
 - i. Lineups and rosters will be reviewed at this time but CANNOT be edited.
 - ii. They will review and warn about any specifics for the game.
 - iii. Points and penalties for missing females will be applied at this time.

3) Aggression and Abusive Language

- a. Aggression and abusive language will not be tolerated at any point during the game.
- b. Only the captain is allowed to converse with the umpire concerning a call. Any players other than the captain may be ejected from the game with the possibility of being suspended.
- c. If any players use abusive language towards an umpire or any other players, they will be ejected from the game. If the abuse continues, either from their teammates or the ejected player, the umpire may call the game a

forfeit.

- d. Violence of any kind will not be tolerated. Any violence will result in ejection, suspension, and possibly a lifetime ban.

4) I.A.S.A Memberships

- a. An I.A.S.A membership must be purchased to play in any league games.
- b. A player card must be purchased and current to participate in Arena Softball league games.
- c. All players must check in prior to every league game.

5) League Play

- a. Teams are allowed a maximum of 9 players on the field.
- b. Up to 15 players are allowed to be in the batting lineup.
- c. If a player must be skipped in the line-up, it will be scored as a strikeout.
- d. Players may be added to the game after the start time if they are already on the roster or if the roster is not yet full.
- e. All players on the field must be checked in.
- f. Any team using a player that is not checked in will forfeit the game in question and the right to play in playoffs
- g. If a player has been checked in, but is not present at game time, the captain of the team may be suspended and possibly forfeit the game.
- h. If a person is playing under a different name, the player will be suspended, the captain will be suspended, and the team will forfeit that game.

6) Coed Leagues

- a. Teams are allowed a maximum of 9 players on the field.
- b. Coed teams are required to have a minimum of 3 females present for each game.
- c. For each female player missing from the stipulated 3, the opposing team may choose one (1) of the following options. All penalties must be applied prior to the start of the game.
 - i. Receive 10 runs
 - ii. No penalties
- d. Up to 15 players are allowed to be on the batting lineup.

- e. A maximum of 6 males may be in the batting lineup.
- f. No more than 6 males are allowed to play defensively.
- g. If a female player leaves at any point during the game, three (3) runs will be added for each inning she is not present and will be added at the time of departure.
 - i. This penalty is only appropriate if the female leaving puts the team below the required 3 females.
 - ii. Once a player has been removed they cannot be added back in to the lineup.
- h. The skipped batter rule still applies if the female is not removed from the line up (if she will be returning to the game)
- i. A team may forfeit if they have less than 2 females at the scheduled start time of the game and/or at any point during the game.
- j. There is no Male/Female lineup rule.
- k. If a captain communicates to the umpire that they do not want any penalties assessed, the umpire can do this.

7) Rosters

- a. A roster consists of a maximum of 20 players
- b. To be eligible for playoffs a player must have played 3 full games during the regular season. (A full game consists of 4 innings)
- c. Players are automatically put on a roster to play, once a player is placed on a roster they cannot be removed until the roster is cleared at the end of the season.
- d. **If a player plays for two teams in the same league during the season, they will forfeit the right to play on either team and neither team will be eligible for playoffs. This applies to multiple divisions in the same league.**
- e. If a player is checked in they must bat. No player can only field and not bat. Failure to comply will result in a forfeit.
- f. It is the captain's responsibility to make sure their batting order has been completed 15 minutes prior to game start time. Any later may result in your order not being what you submitted and this cannot be changed.

Game Play

8) Pitching

- a. The opposing team will pitch to the team on offense.
- b. A strike is a pitch that is between 6 feet and 13 feet high that hits the black mat.
- c. A ball is when the pitcher pitches the ball within the legal trajectory and it falls inside the legal pitch box but does not hit the strike mat.
- d. If a batter is hit by the pitch while standing in the legal pitch box without moving or interfering with the ball, it will be called a "live ball" and "ball". Runners may advance except on 3rd base.
- e. An illegal pitch is counted as a ball to the batting side, but will not affect the overall pitch count.

The pitch will be called illegal when:

- i. A ball is thrown under 6 feet or over 13 feet
 - ii. A ball that lands outside of the legal pitch box.
 - iii. A pitcher releases the ball while stepping outside of the pitching circle prior to releasing the ball.
 - iv. The pitcher has more than 2 pump fakes before releasing the ball.
 - v. The pitcher has one or more feet outside the pitching circle before finishing his/her pitching motion.
 - vi. The pitcher starts his/her pitching motion outside of the circle.
 - vii. The pitcher does not come set before starting his/her pitching motion.
- f. Final 3 pitches of each inning must be strikes to affect the overall pitch count of the team up to bat.
 - g. If during this 3 strike period the pitcher throws a ball or illegal pitch, this will still result in a walk (after 2 balls) for the batter as well as .5 runs to their team; the ball or illegal pitch will not count towards the overall 20 pitches.
 - h. On the last pitch of an inning, if an out is recorded, it will eliminate all runs scored.
 - i. Only one out may be recorded on the final play of an inning.

9) Batting

- a. Two (2) strikes, is a strike out and .5 runs to the team on defense.
- b. Two (2) balls, is a walk and .5 runs to the team on offense.
- c. A swinging strike is when the batter attempts to hit the ball and fails to make contact.
- d. A double hit strike is when the batter makes contact with the ball on the initial swing and also hits it at any point thereafter with the bat. This will be called a dead ball strike.
- e. A live hit ball that makes contact with the bat after the batter has released the bat will be called a “dead ball” and strike.
- f. No pitch may be hit off of a bounce. This will be called a “dead ball” and the batter is out.
- g. The batting rotation continues into the next inning, the “on deck” batter (or next person up) will be first up the following inning. If the final batter of the inning obtains a strike, he/she will not be called out but this will end the inning. That batter will not continue their at bat in the nextinning.
- h. Any softball bat is allowed for Arena Softball league play. No baseball bats are allowed during league play.
- i. There are no foul balls. If a batter makes any contact with the ball it is now a live ball and the batter must run.
- j. No reverse, backward, downward, “chops” or upward swings are permitted. It will be called a “dead ball” and the batter will be called out and play will be stopped if the umpire deems the swing to be in any of these motions.
- k. There is not a Batter’s Box. However, the following does apply:
 - i. A batter’s back foot cannot be behind the strike mat or past the front of the strike mat at any point during their at bat. If either of these occur and the batter makes contact with the ball, it will be called a “Dead Ball” and the batter will be called out.
 - ii. A batter may not chase a pitch across the strike mat. It will be called a “Dead Ball” and the batter will be called out if any part of their body is across the opposite side of the mat. The bat does not count as part of the body and this will be at the Umpire’s discretion due to safety.

- l. Bunting is not permitted. A full swing must be attempted during each at bat. If a batter does not take a full swing, it will be called a strike and dead ball.
- m. Home runs are delineated by two banners. One is located in right field and one is in left field. A hit that is deflected off of anything but the ground and then hits the banner will be called a homerun.
- n. Equipment must be used the proper way, the ball cannot be struck using the handle of the bat, the bat must be held correctly. This will result in the batter being out.
- o. The batter cannot be on the mat when the pitcher releases the ball or they will be called out.
- p. No Bat Flipping. If the batter purposely flips the bat after hitting, the batter will be called out and play will stop. All runners must return to their base. This will be at the Umpire's discretion.

10) **Fielding**

- a. Defensive outs are:
 - i. When a ball is struck and caught before it hits the ground either off the side or top net. No trapping is allowed.
 - ii. When a ball is hit and rises above the batters head and the catcher catches it.
 - iii. When a runner does not "tag up" or get back to their base on a catch before the defense receives the ball. All runners must tag up on a caught ball unless it was called safe zone by the umpire.
 - iv. When a runner is on not on the base when the pitched ball is released.
 - v. When a runner leaves early. There is NO leading off. If a runner leaves early, the runner will be out. "Early" means prior to the pitched ball either being struck, landing or being caught or touched by the catcher.
 - vi. When a runner heading home crosses the commit line and the catcher receives the ball. This is considered a force play situation, except in a pop-fly "tag-up" situation

- vii. A batter or runner between bases avoids a tag by the fielder and does not stay on the base path which is delineated by the brown running surface or pre-marked lines. If the batter or runner leaves the base path, he/she is automatically out.
 - viii. When a runner over runs first base and does not make it back to the running area before advancing.
 - ix. When a runner does not get down or move out of the way and interferes with a play at 2nd or 3rd base. Even if the fielder does not make the throw, the interfering runner will be called out.
 - x. When a runner intentionally intimidates or interferes with the play. i.e., yelling or screaming at the defense or waving of the arms, etc.
 - xi. When a runner deliberately slides in high in the opinion of the umpire or does not get down in a timely manner, obstructing the fielder and the play, the umpire will call the runner out and will issue a warning
 - xii. If a fielder catches the ball and tags home plate before the runner is either down on or down and across the scoring line, the runner will be called out.
- b. Time will be called after every play
- i. If a batter or fielder opens the field doors before time is called, one (1) out may be awarded to the opposing team. If the opening of the gate interferes with game play, further penalties will be awarded such as additional outs.
- c. Safe Zones are two marked areas on the net.
- i. Safe zones are considered a ground ball when they are struck. The fielder must throw out the runners, catching the ball off of a called safe zone is not an out.
 - ii. A hit that is deflected off of anything but the ground (bases are part of the ground) and then hits the Safe Zone, will be called a Safe Zone.
- d. First Base has a safety bag to prevent any contact between the runner and the fielder from occurring. If the fielder takes one of the bases due to it being the safest base, the runner must go to the other base. At no point in time may the fielder unsafely cross the runner's path otherwise the runner will be called safe. This will be at the Umpire's discretion.

- e. Defensive players may not intentionally drop or knockdown a fly ball in order to turn a double, triple or quadruple play. If they do so, the batter is deemed out and the play will become dead. All runners will return back to their bases.
- f. Plays at Home: all plays at home are force outs.
 - i. The catcher must be in possession of the ball and be in contact with the black mat at home, prior to the runner being down on or down and across the scoring line in order to get the out.
 - ii. The runner must stay in the running lane unless they are avoiding making contact with the catcher or they will be called out.
- g. The base is considered part of the field, if the ball makes contact with a base and is caught, hits the Safe Zone, or hits the Home Run Banner, it is still considered down and will be called a "Live Ball".

11) Base Running

- h. If a struck ball hits a runner that has left the base, and the ball has not been touched by an infielder or the net, the runner will be called out. The play will be allowed to carry on unless the umpire feels it was intentionally interfered with.
- i. If a runner is standing on the base and gets hit with the ball, the runner is not out and the game will be allowed to carry on unless the umpire deems that the runner intentionally interfered with the play.
- j. If a struck ball makes contact with the net and then makes contact with the runner, neither the runner nor the batter is out unless any type of intentional interference took place.
- k. Once a struck ball makes contact with a defender, any runner on a base may advance without having to tag up if, even if the ball is caught after the initial first contact.
- l. If "Dead Ball" is called, no runner may advance.
- m. If the batter strikes the ball and the ball makes contact with the batter before they have taken two (2) steps, the batter is not out and play will continue.

- n. If the ball comes off the bat and hits the batter AFTER the batter has taken two (2) steps on the way to 1st base, the batter is out, irrespective of whether or not the batter attempted to avoid being hit by the ball.
- o. A runner who purposely slaps at, kicks at, reaches or fakes any type of interference with the play or ball that is live will be called out and play will stop. All runners must go back to their bases.
- p. If a ball is out of play, all runners must go back to their base.
- q. A batter cannot slide feet first going into 1st base, he/she will be called out.
- r. Pinch Runner
 - i. A base runner can get a pinch runner only if they are injured
 - ii. If the runner has used a pinch runner and decided at any point to no longer use a pinch runner, they must run and can no longer use a pinch runner.
 - iii. The person pinch running must be the last out, male or female.
 - iv. If it happens to be the very 1st batter who needs a runner, then the last batter in the lineup will be the pinch runner.
- s. Stealing Bases
 - i. There is no leading off. The runner must wait for the ball to make contact with any object on the field of play before leaving the bag.
 - ii. If the runner leaves early they will be called out at the end of play.
 - iii. Runners can steal 2nd and/or 3rd base, however there is no stealing home unless the catcher makes an attempt to throw out the runner(s) at 1st, 2nd or 3rd base.
 - iv. If a runner on 3rd is off the base, and the ball has been returned to the pitcher, time will not be called to allow them to get back to the base, the runner can still be thrown out.
 - v. If the batter interferes with a throw or impedes a throw to any base, the runner will be called out.
- t. Commit Line
 - i. Anytime a runner comes down and across the commit line between 3rd and home they can be thrown out at home (force play).

- ii. The commit line rule does not apply if a runner crossed it but then had to go back to 3rd to tag up.
- u. Intentional Contact with Players
 - i. Any intentional contact with another player will be called an out. This is at the umpire's discretion.

12) Scoring

- a. Each time a runner reaches home safe, down on or down and across the scoring line, the runner counts as one (1) run.
- b. Each time a batter is walked; the team on offense will receive a half-run(.5)
- c. Each time there is an out recorded, the defense will receive a half-run(.5)
- d. If a player hits the "Home Run" banner, the batter and all the base runners score. The batter and base runners do not have to run the bases.

13) League Scoring

- e. These points help determine the league standings as well as the teams that qualify for playoffs.
 - i. 8 points for a win
 - ii. 0 points for a loss
 - iii. 4 points for a tie
 - iv. 2 points if your team loses by 5 runs or less

14) League Standings

- a. Total points help determine the league table standings. These standing will also determine the playoff teams. In the case of equal league points the tie break is as follows:
 - i. Total runs scored during league play

- ii. Total offensive runs scored
- iii. Total defensive runs scored

15) Forfeits

- a. **If a team has 1 no show/no call or has 2 forfeits in a regular season they will no longer be eligible for playoffs for that season.**
 - i. A \$25 fee will be charged for every rescheduled game requested after the first week of play. If players do not want to pay the fee then the game(s) in question will be forfeited.
 - ii. A minimum notice of 24 hours is required if a team needs to reschedule their game. If notice is less than 24 hours it will result in the game being called a forfeit as well as a \$25 charge to the team.
 - iii. The captain of the team forfeiting is responsible for contacting an Arena Softball League Coordinator to notify them.

16) Suspensions

- a. All players ejected from a game may be subject to an additional suspension
- b. Any and all rules that have been broken may lead to additional suspension

17) Protests

- a. Time must be called prior to the next pitch being thrown (captain only)
- b. Captain must reference their rulebook and dispute the rule in question with the umpire
- c. If you are incorrect, your team will give up 3 runs as a penalty
- d. Judgement calls CANNOT be protested

18) Halo Rule

- a. The Halo Rule is not in effect at the start of a game. It can be applied at any point in the game at the Umpire's discretion.
- b. Under the Halo Rule, a dead ball out is when a batted ball is a line-drive hit directly at the halo zone.
- c. The halo zone is an imaginary zone that is the width of the pitching circle and from the ground to 1 foot above the pitcher's head.
- d. IF the ball hits the ground prior to the reaching the pitcher's circle, it is a ground ball regardless if pitcher is in the halo zone.
- e. If it is a line-drive through the halo zone, it is a dead ball out.
- f. The pitcher is not protected if the ball is hit outside of the halo zone.
- g. If a ball is caught by the pitcher in the halo zone, then it is not a dead ball out and play is live.

- h. If the Halo Rule has been applied by the Umpire and a player proceeds to hit up the middle, they will be ejected from the game. If the same player continues with this type of behavior on multiple Leagues/Tournaments, they could be suspended from playing Arena Softball until further notice.

19) Tournament Variation Rules

- a. Rules for each tournament may vary. Captains of teams participating will be notified on what any variations will be.
- b. Only 3 girls are required for tournaments. If any girls are missing, the same penalty will be applied as in leagues.