

GO Mammoth Supplementary Softball Rules (Outdoor)

1. Game Timings:

All games are four innings or one hour. The umpire will enforce all timings rules and cannot be argued with. If a game is tied at the end of four innings, extra innings will be played only if there is time. Note: Due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter. He/she must keep all games on time in fairness to teams playing later hours and due to extenuating circumstances (light, weather etc.).

2. Team size/format:

10 players (at least 4 females) in the field at all times. GO Mammoth rules will allow a team to play with a minimum of 8 players (at least 2 females). If only 2 women are present at game time, each woman must bat twice in the first 10 batters.

3. Batting orders

All players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing captain.

There are no guy-girl batting order rules – as long as all players bat and the rules in point 2 are adhered to - i.e. if only 2 women are present they must bat twice in the first 10 batters.

6. Run mercy rule:

If a team hits 10 runs in any one innings without reaching 3 outs the sides will switch automatically – this is to allow teams equal opportunities with the bat.

5. Forfeits:

If a team has less than the minimum required number of players (including minimum number of females) it is up to the opposing captain and/or umpire as to what is allowable. If a forfeit is called by the opposing captain we will always try and play a friendly game in the time left.

Teams have until 15 minutes past the start time to field a legal team (8 total – 2 females), after 15 minutes the opposing captain has the choice to call the game or play the shortened team. The umpire must be notified of the decision before the game starts – if the shortened team is played as a legal game the result will stand whatever the outcome.

Ringers:

If a team is short in the run up to game day, ringers can be obtained through the 'ringer's database' on the GO Mammoth website

If a team is short at game time (due to no-shows etc.) and there are available players on the side lines they may be drafted into the team at the agreement of the opposing captain (in order to field a complete team). They must be added to the batting line up at the start of the game and may not be switched during play.

N.B – Ringers are not allowed during the play offs/ finals.

Captain's duties:

Captains must make themselves known at the start of each game – if the actual captain is away one week a stand in captain must be appointed and take over the duties for that week.

Captains must ensure that their team is listed on the batting order before the game starts (adhering to rules above) and present their order to the opposing captain and umpire. Batting orders/score sheets can be obtained from the umpire.

Captains must designate a player (or 2 players) to score the game – each team will be in charge of scoring their own innings – scores will be verified with the opposing team's scorer and the umpire so **absolutely no cheating!!**

GO Mammoth reserves the right to change or modify these rules on a case by case basis, if necessary.