



Boeing Everett Employee Softball Association

LEAGUE RULES – Rev. 7/18/25

Rules Quick Summary / Reference

- Rec (Mixed, Open B and C) leagues: 7 run limit per half inning in innings 1-4. (see rule 7).
- Home run limit
 - Open C and Mixed Rec. = 1 home run/game/team + progression
 - Open B= 2 home run/game/team + progression
 - Open competitive = 3 home run/game/team + progression (see rule 5)
- Batters start with 1-1 count and get one courtesy foul per at bat. (see rule 6.A)
- Game time limits:
 - Regular season:
 - No new inning after @ 60 mins
 - Game ends @ 70 mins (see rule 2.A)
 - Playoffs:
 - Game ends @ 70 mins
 - (see Ruel 3.A for exceptions)

Game Day Playing Rules

All games are governed by the rules of the United States Specialty Sports Association (USSSA) except for the following:

1. LINEUPS

Mixed Leagues Only

- A. The on-field line-up shall be seven men and three women. There may be more than three women but never more than seven men in the on-field line-up at one time. No more than 5 consecutive male batters can come to the plate at any time
- B. No team will be allowed to play with fewer than 2 women. If a team plays with only 2 women, they may choose to play with 8 players total (in the field and in the batting order) or 9 players (in the field). If the team chooses to play with 9 players in the field, they must take a dead-ball out in any dedicated position (1 through 10) of the batting order where the missing female player would have batted had she been in attendance. More than 9 players can be in the batting order, provided that rule 1.A is met.
 - I. If a team has 10 or more players, they must play 7 men and 3 women in the field at all times, and there must be at least three female batters in the first 10 positions of the batting order

- II. These limits represent a minimum number of women and a maximum number of men. An increased female-to-male ratio is allowed
- III. Failure to meet these line-up criteria will result in forfeiture of game
- IV. There is no restriction on where in the field women must play. As long as the required ratio of male to female players exists, the females can play any position

All Leagues

- C. At no time will a team be allowed to play with fewer than 8 players
- D. Each manager has the option of batting as many as they want in any order on offense (providing rule 4.A is met). Players must be in the batting order to play defense
- E. Changes to the batting order
 - I. Players who must leave during the game will be skipped in the batting order, except when in violation of Rule 1.A, or in case of player ejection. Ejected players will result in an automatic dead-ball out in their position each time through the lineup.
 - II. Full substitutions can be made during the game (one player completely removed from the batting order and replaced by another player from the roster that is not already playing). If this occurs the umpire and opposing manager must be notified at the time of the substitution. The player going into the game must bat in the same place in the batting order as the player that was removed. A player that is removed may not re-enter the game except at the umpire's discretion to replace an injured player that is unable to continue.
 - III. Substitutions that will result in a violation of Rule 1.A will not be allowed

2. REGULATION GAMES

- A. A regulation game is seven innings long or when stopped by the umpire due to the time limit
- B. No new inning @ 60 min (game is complete @ 70 min) – If you do not finish the inning due to the time limit then Rule 2.C will be enforced.
- C. If a game is stopped due to time (@ 70 minutes)...
 - I. And the home team is ahead or tied at the time the game is stopped, the score will stand
 - II. And the visiting team is ahead at the time the game is stopped, the score reverts to the last full inning
- D. There is no run-ahead rule for any BEESA game. All games will last seven innings or until the time limit is reached (70 min) **Open Rec and Mixed Rec games have a runs per inning limit (see rule 7)*
- E. If a team cannot field at least eight players 10 minutes and one second after the scheduled start time of any game, they shall forfeit the game.
 - I. If a team knows they will be forfeiting in advance, they shall contact the other team captain and BEESA board and get confirmation from the board that they received their notice of forfeit. This ensures umpires and other team players do not show up for the forfeited game.

- F. If neither team can field at least eight players, then they will both forfeit.
- G. If a team has a minimum number of players at game time, they must start the game.
- H. A manager may appeal a forfeit due to a lack of players if they can prove that they could not field a team due to illness, overtime work, or company business.
- I. Forfeit by one or both teams will constitute a played regulation game, designated by a 7-0 score (in the event one team forfeits to the other) or a 7-7 score (in the event of a double-forfeit, with both teams recording a loss).
- J. Rain postponements will be determined no later than 2:30 p.m. on the day of the scheduled game
 - I. Team captains and any players interested in getting the alerts should sign up for text alerts through the BEESA site.
 - II. Postponements due to unfit field conditions immediately prior to or during the game will be determined solely by the umpire
 - III. If the first game is postponed, all games are postponed
 - IV. Weekend games, if there are any, will be postponed on a game-by-game basis, as determined by the umpire
 - V. All rainouts will be rescheduled by BEESA. This may require extending the season or adding doubleheaders where not previously scheduled. BEESA reserves the right to update the schedule as necessary without prior notification of the teams involved.

3. PLAYOFF GAMES

- A. All playoff games will end no later than 70 minutes after the scheduled start time, with the following caveats:
 - I. If no winner is decided by 70 minutes past the scheduled start time and all environmental and safety conditions allow safe play, and does not encroach into another playoff game, the game will continue until a winner is determined.
 - II. If no winner is decided when safe conditions are not present (darkness, weather, encroachment into another playoff game, the game will be decided by a coin flip presided over by the umpire as outlined in USSSA International Tie-Breaker rule.

4. BATS

- A. All bats MUST have USSSA official softball finger print stamp on bat to be allowed for play in all leagues. A picture of the USSSA stamp(s) is available on the BEESA website (Approved Bat Logos)
 - I. Wood bats that have the words "Softball" or "Official Softball" are allowed and do not require the USSSA stamp to be on them.
- B. Baseball bats are not allowed in the league. Note USSSA has both baseball and softball bat standards, but only USSSA Softball bats are allowed.
- C. ASA / USA Softball -only bats will NOT be allowed, unless it is a wood bat per 4.A.I. Only approved USSSA/BEESA softball bats are allowed.

- D. Any player caught using a non-approved bat, even to warm up in the on-deck circle, will be declared out, and will be ejected from the game. The ejected player's designated place in the line-up will result in a dead-ball out for the remainder of the game.

5. HOME RUNS

- A. An over-the-fence home run is defined as a batted ball that travels over the outfield fence without touching the ground, between the yellow foul poles; or a batted ball that touches a yellow foul pole above the level of the top of the outfield fence without touching the ground.
 - I. Assisted home runs - Batted balls that contact a defensive player or their glove, prior to touching the ground, and then travel over the fence will be treated as a home run. Assisted home runs will not count towards the home run limit in Rule 5.B.
 - II. If contact is made by a fielder and judged by the umpire that the ball would not have gone over the fence without touching the fielder, that ball will not count to the home run limit. If a fielder contacts a ball that the umpire deems would have gone over the fence without contact (attempt to "rob" home run), that home run will count towards the home run limit
 - III. The team that hit the home run shall retrieve the ball and provide back to the umpire or provide a "backup" ball to the umpire to replace that ball for game play.

- B. Home Run Limits

The league will use a Progressive Home Run rule. Each team is allowed a limited number of over-the-fence home runs per game. Balls hit over the fence in fair territory in excess of the limit will be a dead-ball out that ends that half of the inning for the balance of that game. Runners may not advance and no run penalty will be enforced.

The following are limits per league:

- I. Open C (recreational) = 1 home run/game/team + progression (see below)
- II. Open B (intermediate) = 2 home run/game/team + progression (see below)
- III. Open A (competitive) = 3 home run/game/team + progression (see below)
- IV. Mixed Recreational league = 1 home run/game/team + progression (see below)

Once both teams have obtained their over-the-fence home run limits as described above in 5.B.I-III, each team can hit additional home runs, but shall never be more than one home run ahead of their opponent.

- V. Note that this is still applicable in the final inning due to complications that would arise with not allowing the home to go ahead in home runs in the last inning with games that revert.

6. MISC. GAMEPLAY RULES (AT-BATS, BASERUNNING, FIELDING)

A. Pitch Count

All batters will start with a 1 and 1 count (1 ball and 1 strike) and an available courtesy foul (courtesy foul example in section 10.S)

Example: The batter starts with a 1-1 count, 3 more balls will be a walk. A strike out goes this way: if a batter swings and misses, takes a strike, or fouls one off, that is strike two. If on the next pitch, the batter takes a strike or swings and misses, they are out. If they foul it off, that is known as a courtesy foul and the next swing must be batted fair. If fouled off, swung through, or taken for a strike, the ball is dead and runners may not advance, even if it is a foul ball pop fly that is caught by the defense. The ball is still dead and the offensive team cannot advance. Note: some umpires refer to a count where the courtesy foul has already been used as “two and a half strikes” or will say “must be fair” to indicate another foul ball will result in an out.

B. Base on Balls

Whether intentional or not, will result in just a one-base award for all players in all situations, regardless of gender or league played in. In mixed league, women batters must hit even if the previous male batter was walked.

C. Base Running

- I. No stealing is allowed in any division of play.
- II. Courtesy runners are allowed at any time, at the umpire’s discretion. The courtesy runner must be the last player of the same gender to make an out in the game.

D. Halo / Up the Middle Rule

- I. This rule has been put in place to protect the pitcher.
- II. A dead ball out is called when a batted ball is a line-drive hit directly into the Halo Zone. All runners will return to their previous base.
- III. The Halo Zone is an imaginary box extending 1 foot from each side of the pitching rubber, and from the ground to 1 foot above the pitcher’s head. See the image below:

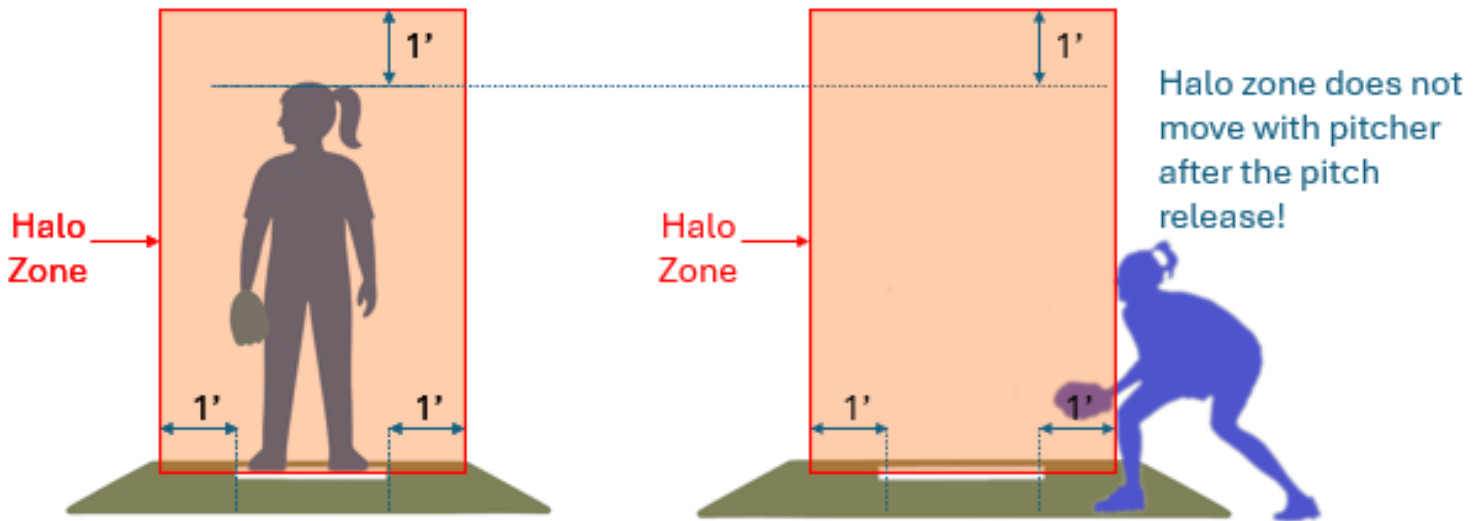


Figure 1: Halo zone definition

- IV. A hard-driven ball that touches the ground prior to reaching the pitching rubber can be called a halo rule violation at the umpire's discretion (example: a hard-driven one-hopper is a halo violation, but a ground ball that normally would not pose a threat to hit the pitcher under normal fielding conditions would not be).
 - V. The Halo Zone does not follow the pitcher. If they move out of the zone after delivering a pitch they are offered no protection.
 - VI. If the pitcher moves away from the Halo Zone after the pitch is delivered, and a line-drive hit travels through the Halo Zone, it is still an out.
 - VII. If the same batter is called for Halo infraction twice in a game that player will receive an offensive ejection.**
 - a. OFFENSIVE EJECTION - If there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot.
 - VIII. If at any time the umpire feels a ball was intentionally hit into the Halo Zone the batter will be immediately ejected.
 - IX. This rule is not up for interpretation of the players, and players shall not argue the call with the umpire. It is solely on the judgment and discretion of the umpire.**
- E. Fielding Arc (mixed leagues only)
- I. A 170-foot arc will be enforced such that no more than six fielders may be inside the arc prior to the pitch. All other fielders must remain outside the arc until the pitch has passed home plate or is batted. Note: some players and umpires refer to the arc on the field as the "burn line".

- a. Infraction will result in the option of the opposing manager to either take the result of the play or replay the pitch, reverting to the count prior to the pitch.

F. Ball Size Choice (mixed leagues only)

Applies to mixed leagues only: Female batters have the option to request a 12-inch ball for their turn at bat. The batter must request the 12-inch ball prior to entering the batter's box. If no request is made, the female batter will be pitched the 11-inch ball. The ball cannot be switched for a different size ball during the female's turn at bat once the request (or no request) has been made. If the pitcher pitches the 11-inch ball to a male batter, it counts as a legal play and the 11-inch ball will be switched for a 12-inch ball at the next dead ball.

7. RUN RULE & FLIP FLOP RULE

A. Inning Run Rule

For Rec Divisions (Open B and C and Mixed), there will be a maximum of 7 runs allowed in either half of an inning up to the 4th inning. Once a team reaches 7 runs in innings 1 through 4, their offensive half of the inning shall end, regardless of outs or runners left on base. There will be no limitation for the number of runs either team may score in innings 5 through 7.

- I. If the run limit for the inning is achieved by an over-the-fence home run as defined in Rule 5.A, then any runs in excess of the 7-run limit will be counted towards the score.
 - a. Example: a team has scored 6 runs in their half of the inning, then a player hits a two-run home run, they will be awarded credited 8 total runs for the inning and the half inning will end. This home run would count towards the home run limit in 5.B. If the team has already reached their home run limit, no runs will be awarded for the home run, and the rules of 5.B still apply.

B. Flip / Flop Rule

The implementation of the flip/flop rule defined in the USSSA rule book, modified below, is allowed. This is optional, and both teams must agree to it at the start of the last inning of play.

- I. When starting the last inning of play (either the 7th inning, or when past the "no new inning" time defined in section 2.A), if the home team is losing by a wide margin (suggestion of 7 or more runs), the home team can remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to take the lead, the game is over. If they take the lead, the game will

continue as normal, with the new home team batting in the bottom of the last inning.

- a. The "hard cap" time limit rule defined in 2.C is still applicable after the flip / flop is implemented, using the new home / away team designation.

8. FIELD REGULATIONS

- A. Umpires will review rules/regulations with coaches prior to each game. In addition, they will be posted on the website.
- B. The field of play is defined as the area between imaginary extensions of the backstop fence, all the way to the outfield fence, parallel to the foul lines. Any ball that crosses one of these lines is out of play. Any ball that travels over the outfield fence or backstop fence is out of play. Batted balls that travel over the outfield fence without touching the ground are subject to the home run rule (Rule 5).
- C. No practice will be allowed on the infield dirt prior to the start of any scheduled game.
- D. Applies to mixed leagues only: a 170-foot arc will be enforced such that no more than six fielders may be inside the arc prior to the pitch. All other fielders must remain outside the arc until the pitch has passed home plate or is batted.
 - I. Infraction will result in the option of the opposing manager to either take the result of the play, or replay the pitch; reverting to the count prior to the pitch
- E. No digging in the batter's box or around the home plate area will be allowed. You may move dirt around lightly, but anyone caught digging holes, with cleats or otherwise, will be automatically called out.
- F. No alcoholic beverages are allowed at the playing fields. Violation of this rule will result in forfeiture of the game, possible suspension of players and appropriate disciplinary measures from TBC.
- G. No tobacco use of any kind is allowed anywhere on Boeing property (this includes vaping devices and e-cigarettes).
- H. Players are encouraged, but not required, to wear a jersey that is similar in style and color to those of their teammates.
- I. Cleats must be made of molded plastic and one-piece sole. No screw-in or metal cleats of any type are allowed. If unacceptable cleats are found, the umpire will ask the player to remove them. If the player refuses, they may be ejected from the game or the game may be forfeited, at the umpire's discretion.

9. OTHER GAME DAY RULES

- A. In the event of an umpire failing to appear on the field at the scheduled game time, or in the event that an umpire is injured during the course of a game and cannot continue, a substitute umpire may be used. Please notify the BEESA Board of the name of who umpired the game so that they can be paid.
- B. The substitute may be a spectator or member of either team

- I. The substitute must be mutually agreed upon by both managers
 - II. The substitute must sign an official scorebook and provide contact information after the conclusion of the game
 - III. Substitute umpires must be at least 18 years of age.
- C. Verbal or physical abuse of an umpire, be they a paid regular or a substitute, will not be tolerated. Violations of this rule could result in player suspension.
- D. BEESA utilizes the Boeing Everett Activities Center Softball Fields. These are Boeing owned fields and are located on Boeing owned property. This means that all Boeing rules apply (this includes parking lot areas). Boeing employees may be held accountable for the actions of their non-Boeing employee guests.

Boeing policy includes the following rules (but are not limited to):

- I. No pets (service animals must be registered with Boeing Accommodation Services / PRO-784)
- II. No alcohol or drugs (Drug and Alcohol Free Workplace Program / PRO-388)
- III. No Tobacco use (Tobacco Free Workplace / PRO-6403). This includes vaping devices and e-cigarettes.

General League Rules and Eligibility

10. PLAYER ELIGIBILITY

- A. Any blue or gray badge employee (Active or LOA)
- B. Boeing Retirees
- C. Employees on company layoff less than 30 days before first day of scheduled play will be eligible for the current season only. Any season after would be considered an Associate player and will need to fill out an application.
- D. Company termination, other than layoff or retirement, automatically cancels the player's league membership.
- E. Spouses and/or dependents (16 years of age or older) of Boeing employees are eligible to play but must play on the same team as the employee and must sign the team roster. (Spouses and Dependents do not need to apply as an associate member)
- F. BEESA League is allowed up to 20% total Associate Membership. See BEESA website for Associate Membership details and application form.
 - I. Each team is allowed up to TWO associate players
 - II. Associate Members are defined as individuals who voluntarily terminated their employment with The Boeing Company (TBC)
 - III. Individuals who were previously employed by TBC, and were terminated because of a reduction in force are eligible to play as Associate Members
 - IV. A formal application is required (Associate Member form). That form must be turned in to the BEESA board and approved by the Boeing Recreation Department. Associate Members must abide by all BEESA rules, regulations, and

bylaws, or will be removed from the BEESA league permanently. If there are any questions on Associate Members, email the BEESA Executive board members at DL BEESA Board Members

- G. Each player must be on the roster of the team they are playing for as outlined in Rule 2 (Team Rosters).
- H. Players may be on multiple team rosters; however, a player cannot be on rosters for two or more teams in the same division on the same night. Essentially, players may not play on multiple teams that may play each other as part of the regular season schedule.
- I. A coach is considered a member of a team.
- J. Any use of a player not eligible under these rules will result in forfeiture of all team games played while ineligible.
- K. Players may be ruled ineligible by BEESA for rule infractions or gross misconduct.

11. TEAM ROSTERS

- A. Each team manager shall prepare a roster for their team prior to league play. This action constitutes an agreement which restricts each player to participate on one Boeing team per division per night.
- B. Team rosters will be maintained by the league secretary as appointed by the Executive Board.
- C. Players may be added later but are not eligible to play until the league secretary or Recreation center has been notified.
- D. There is no limit to the number of players on a team roster.
- E. A player may transfer from one team to another prior to completion of six regular-season games when both coaches agree and it is verified by the Executive Board.
 - I. Both rosters must then be updated to show the player's addition/deletion
 - II. A player may make only one team transfer per season
- F. Rosters will be frozen three games prior to the playoffs for each team. Once each team plays its seventh game of the season, no players can be added to the roster for the remainder of the season, except by special permission of the league board.

12. SCOREKEEPING, STANDINGS, AND PLAYOFFS

- A. The home team as listed on the official schedule will be responsible for the official scorebook. The responsibility may be waived to the visiting team if no player or spectator for the home team is available to keep score.
- B. Both team managers are responsible for ensuring game scores are reported to the BEESA website. The WINNING team is responsible for inputting the score on the next regular workday. The LOSING team is responsible for verifying the score was reported correctly. When a tie occurs the HOME team is responsible. If no score is turned in by the next scheduled game for either team, the game will be listed as a double forfeit.
- C. All scores and league standings will be recorded on the BEESA website.
- D. Final league standings will be determined by ranking each team with respect to season points (2 points for each win, 1 point for each tie, 0 points for each loss)

- I. Head-to-head match-ups will be the first tie-breaker
- II. Run differential in head-to-head match-ups will be the second tie-breaker
- III. Run differential over entire season will be the third tie-breaker
- E. Each season will culminate in a single-elimination playoff, to be scheduled by BEESA immediately following the culmination of the regular season and on the same night of the week as regular season games were played for each respective league. Team seeding will reflect the final league standings as determined in Rule 12, Sec. D
 - I. In leagues of 7 or fewer teams, the top 4 teams will advance to the playoffs, unless stated otherwise on the schedule for that season.
 - II. In leagues of 8 through 11 teams, the top 6 teams will advance to the playoffs, unless stated otherwise on the schedule for that season.
 - III. In leagues of 12 or more teams, BEESA will make a special determination at the start of the season as to how many teams will advance to the playoffs
 - IV. In the event of a tie in points between teams for playoff position(s), the tie-breaker criteria will be used to determine which team(s) advance to the playoffs (see rule 12.D.I,II,III).

13. FORMAL PROTESTS / APPEAL PROCESS

- A. Formal protests of a rule interpretation are allowed per USSSA rules
 - I. Protest must occur within 48 hours of the game in question, not including Saturdays, Sundays, and holidays
 - II. A written letter of protest must be submitted to the Executive Board by the protesting manager. This letter will include the name of both teams, the date of the game and the field it was played on, the umpire involved, and the rule claimed to have been misinterpreted
 - III. The protest must be accompanied by a \$25.00 check made payable to BEESA. This filing fee will be returned if the protest is upheld, or forfeited to BEESA if the protest is denied
 - IV. The protest will be heard by the Executive Board within one week of the game and they shall present their decision the day following the review
- B. Protests based on player eligibility may be filed via email to the BEESA board for review.
- C. Protest will be heard by the Executive Board as early as possible and should be prior to the next game to be played by the team alleged to be in violation.
 - I. If the player(s) is/are found ineligible, all games in which they illegally participated will be forfeited.
- D. Questions of procedure or rules interpretations without a formal protest may be submitted **by team managers only** to any member of the BEESA board.

14. DIVISION RECLASSIFICATION

- A. BUMP UP Rule: Must meet two of three rules to be bumped up
 - I. Regular Season League winner OR Playoff Winner (Champion)
 - II. Winning percentage equal to or greater than .750 during regular season

- III. Run differential of 75% or below during regular season (RA/RF)
 - *The BEESA Board may place teams at their discretion for player safety and the health of the league
- B. BUMP DOWN Rule: Must meet two of the three rules for a team to request bump down to a lower division (special circumstances may allow for bump down without these criteria being met)
 - I. Missed playoffs
 - II. Winning percentage less than or equal to .250 of total games played
 - III. Run differential of 150% or above (RA/RF)
 - *The BEESA Board may place teams at their discretion for player safety and the health of the league

15. MISCELLANEOUS

- A. BEESA runs under Boeing PRO-99 Boeing Employee's Recreation Clubs guidelines.
- B. No special insurance is provided for injuries that may occur while participating in BEESA activities. Your regular company health insurance covers such injuries, etc., subject to the respective plan.
- C. At no time shall a tournament or award be given with any references to the BEESA except those authorized by BEESA.
- D. All players, coaches, and managers are responsible for being familiar with USSSA and BEESA playing rules.
- E. Outside sponsorship of teams that are participating in any BEESA league is not allowed.
- F. During play, all dangling or potentially entangling jewelry and watches must be secured to the body and covered, or removed prior to play. This includes, but is not limited to, necklaces, earrings (other than small "stud" earrings), and large rings or rings with prominent raised settings and watches. The umpire may request that any jewelry be removed (not just covered) if he or she feels it causes a potential safety risk.