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CITY OF PLEASANTON
Parks and Community Services Department
Adult Softball League Rules and Regulations

I. INTRODUCTION

This publication provides standard softball regulations for all Adult Softball Leagues conducted by the Parks and Community Services Department. The Adult Softball Leagues will be played according to official United States Specialty Sports Association (USSSA) rules and regulations except where overridden by the following rules and regulations. All rules that have been changed for the upcoming season shall be marked with **an asterisk (*) and bold font**.

II. OBJECTIVES

- To establish rules and regulations for the protection of the leagues, officials, teams, players and spectators
- To provide balanced competition through classified leagues, to the extent of available facilities and number of teams.
- To provide control of play through acceptance of game rules adopted by recognized National Associations and the City of Pleasanton.

III. BASIC PHILOSOPHY

The Adult Softball Leagues are offered by the City of Pleasanton - Parks and Community Services Department, to provide the community with an opportunity for groups and individuals with like interests to pursue athletic sport activities. Through the organization of leagues, the Softball Program looks to provide the community an arena for competition, sportsmanship, and teamwork.

Game Officials

It is easier to obtain teams than good game officials. Unethical action by some coaches and players has caused many excellent officials to leave officiating, and consequently, there is a shortage of game officials.

It is unsportsmanlike conduct for anyone associated with the team to attempt to influence the decision of an official, or disrespectfully address an official, or object to an official's decision in an inappropriate manner. Team members and especially the manager, have the responsibility of making certain that conduct by participants is professional and respectful at all times.

Criticism of officials by coaches and players both on and off the area of play is increasing. During the game, the attitude of the coaches and players toward officials shall be controlled and undemonstrative. To openly criticize officials or to indicate dissatisfaction with decisions does nothing but incite other players and spectators and bring discredit to the coach, team, and the game.

IV. LEAGUE REGISTRATION

To ensure that a team is admitted to the league, the manager has the responsibility to provide all information and league fees requested. Team managers are responsible for a team complying with registration procedures and guidelines:

- A. To petition for acceptance into the league the manager must provide an original roster with the appropriate league fees and meet the specified deadlines assigned by the City of Pleasanton.
- B. Teams will be given a priority classification to determine their eligibility for enrollment. Priority will be based on returning team status, percentage of residents, and number of years in the league. To be considered a returning team 60% of the original team from the previous season must be on the current roster.
- C. A team may only have one manager of record (except the business league, the priority spot will go to the company). If a team changes manager it must officially transfer the team over to the new manager with an official change of roster form.
- D. Teams must have completed the previous season in good standing with the City of Pleasanton.
- E. All teams registered and accepted into the league must be represented at the Manager's Meeting. League forms and information will be distributed at the meeting. Managers are responsible for all information discussed at the Manager's Meeting.
- F. Refund Policy: Once the first regular scheduled game begins, all teams forfeit their right to the entry fee unless the entire league is disbanded, whereby all teams will be refunded their entry fee minus all costs of the league to that point.
 - 1. If a team decides to withdraw from the league prior to the managers meeting they will be refunded all of their leagues fees minus any administrative costs.
 - 2. If a team decides to withdraw from the league prior to the season but after the managers meeting they must do so in writing. A \$200.00 fee will be kept by the City of Pleasanton for the inconvenience and for the opportunity cost of not allowing another team to enter the league. The rest of their entry fee will be refunded.

If a team fails to meet or comply with any of the above guidelines, their spot could be available during the new team walk-in registration. Remember priority status is a privilege and a guide for your acceptance into the league.

V. THE ROSTER

- A. The roster is the petition and application into the league.
- B. The roster must be an original; previous season's, a photocopy of the original, an illegible, or an incomplete roster will not be accepted.
- C. Rosters must contain a minimum of twelve (12) players.
- D. All roster information must be complete with Team Name, League and Night, and Manager's information. All players (including manager) must provide name, address, and signature to be considered eligible for league play. Managers must also sign the back portion for the roster to be considered complete.
- E. To Add/Drop players to your original roster.**
 - 1. Players may be added or dropped from a team's roster until the date specified on your league schedule and must be turned in before your game begins to be eligible.
 - 2. All player adds or drops must be done on an official City of Pleasanton add/drop request form.

3. A player is not considered eligible until he/she and the manager have signed the official form.
 4. Players may be added or dropped at the field with the league field monitor/scorekeeper.
 5. **HARDSHIP RULE:** The League Director can authorize the addition of players under a “hardship ruling” at any time during a league. Factors affecting the league director’s ruling will be if a team has played two (2) games with nine players or less or has forfeited at least one (1) game or has eleven (11) players or less available to play on the roster. The purpose of the hardship rule is to reduce the potential for league forfeits. **Note:** A team using the hardship rule must drop below the minimum roster number allowed.
 6. Any player added incorrectly will be considered illegal for league play.
- F. Any player participating without being on the league roster, under an assumed name, or false address will be considered an ineligible player. The player shall be suspended from league play for a minimum of two (2) weeks, which means all teams that the player is officially on the roster.
- G. Minimum age for all adult leagues is (18) except for the Co-ed Church league which is 16. To be eligible for the Men’s Master League a player must be at least 35 years old by December 31 of that current year. For the Men’s Legend League a player must be at least 50 years old by December 31 of that current year.
- H. All players must be able to produce a valid picture I.D. upon request.

<h2 style="margin: 0;">VI. LEAGUE GUIDELINES</h2>

A. League Awards

1. ***All Leagues: 1st place individual awards (maximum of 15) for league winners and individual awards for the playoff winners who participated in the playoffs.**
2. Coed Church League; there will be no awards for this league.

B. Playoffs

1. All Leagues will have a single game elimination format at the end of scheduled play. All league rules will be enforced except for championship game there will be no time limit.
2. If a league has seven or fewer teams the top three teams will compete in the playoffs.
3. If a league has eight or more teams the top four teams will compete in the playoffs.
4. For the Business Leagues the first place and second place teams from each division will play in a single elimination format against the other leagues.
5. ***ID’s will be required to play in all Playoff games; a photo ID must be checked with the roster prior to participating in the playoffs.**

C. PROTESTS

1. Protests on game rules and interpretation:
 - a. Protests must be stated at the point of contention, which is before the next pitch or if on the last play of the game, before the umpire(s) leave the playing field. The manager must notify the home plate umpire of his intent to protest and file an “Intent to Protest” form with the scorekeeper before leaving the field. No protest will be considered on any judgement call.
 - b. A \$25.00 protest fee and a written protest must be submitted to the League Director no later than 5:00 p.m. the next business day following the protested game. Protests must be clearly written and be as complete as possible including the rule and section under which the protest is being made. If the protest is upheld, the \$25.00 will be returned to the manager.
 - c. Failure to follow the protest procedures outlined above may void the protest.

- d. All protests will be ruled on by the League Director and/or the rules committee.
2. *Protests on player eligibility:
 - a. Protests must be stated on a player's eligibility at the time when the manager is aware of the ineligible player and must be done with the home plate umpire and the scorekeeper. The game should be stopped and both managers need to be notified of the intent to protest. If a player is found to be illegal/ineligible and they have played in the game, the game will be automatically forfeited with one exception. If a player has been in the game for more than three innings the eligibility can no longer be protested however if the player is not a legal player they will be ejected from the game and the game will continue. Failure to acknowledge an ineligible player at the proper time will void the protest. On player eligibility it is the responsibility of the opposing manager and/or the field monitor. **Note:** This does not pertain to a player batting out of order or a wrongful substitution, this type of protest must be done before the next pitch or before all infielders have left fair territory.
3. Protest on Game Score:
 - a. A manager must protest the game score prior to both the home plate umpire and the scorekeeper before the umpire leaves the field at the end of the game.
 - b. Only representatives (either the manager or team scorekeeper) from each team may meet and discuss the score with the umpire(s) and league scorekeeper. **Note:** The team scorekeeper must be keeping score in an official scorebook.
4. Withdraw with prejudice:
 - a. All teams must abide by the League Director's or protest board rulings. If they do not and withdraw from the league, the team "withdraws with prejudice" and will forfeit any refund of money, league awards, league standings, and returning team status.

D. FORFEITS

1. A forfeit will be declared by the home plate umpire if a team does not have enough players (8) to begin the game and after the ten minute grace period (see grace period rule, pg. 10). **Note:** The scorekeeper has the official game time, not the umpire.
2. In the event of a forfeit, due to lack of players, the team who had enough players is declared the winner with a score of 7 – 0. In the event of a double forfeit, where both teams do not have enough players, both teams receive a - 7 loss.
3. A game may be declared a forfeit by an official in favor of the team not at fault in cases where a player or spectator physically attacks an official. In cases where both teams are at fault a double forfeit will be declared.
4. A team cannot gain a playoff berth by benefiting from a forfeited game. This rule is in effect only in situations where playoff contenders in a league standing must be determined on run differences between teams that are tied, (see final league standings, pg. 5).
5. Penalties for forfeits:
 - a. Teams who forfeit a game will be placed on probation for the remainder of the season.
 - b. If a team forfeits a second game, that team must appeal to the League Director for reinstatement before their next schedule game and pay a \$25.00 fine. This appeal must be done so in writing and the team must pay before their next scheduled game. The letter must state the manager's plan of action that will ensure that their team will have no more forfeits for the remainder of the season.
 - c. If a team has a third forfeit they will automatically be dropped from the league, in which they will forfeit any refund of money, league awards, league standings, and returning team status.
6. In games forfeited after they have started, the score for the team at fault will be zero (0) and the score for the team not at fault will be seven (7), or the run differential at the time of forfeit whichever is greater.

7. In the event of a forfeit, teams may use field for practice as long as:
 - a. All players are on the official league roster
 - b. Umpires do not officiate the game
 - c. Teams must vacate the field fifteen (15) minutes prior to the next scheduled game time.
8. Intentionally making an out at the end of the game to extend the game is not considered a travesty of the game and should not be grounds for calling a forfeit.

E. SCHEDULE CHANGES

1. Teams must play when games are scheduled whether it is a league game, make-up game, or a playoff game. Managers have the sole responsibility of contacting the Softball Staff as to when all scheduled games will be played. Managers must inform all players as to any set schedule or any changed scheduled games. Schedules will not be changed to accommodate individual team circumstances (some exceptions may be made if justifiable and within reason).
2. Games that have to be made up, due to weather, power failure, or other circumstances where safety is a threat to participants, will be rescheduled on consecutive regular league days following the end of league play or on the earliest possible day (regardless of league day) arranged by the League Director. If the games cannot be played, the won-loss records will be computed on games actually played. **Note:** In the event all make-up games cannot be played prior to the leagues being complete. Games having a direct bearing on first or second place or a playoff position will be rescheduled first.
3. In the event that a league schedule cannot be completed the League Director can declare the league completed. The league standings will be based on the team's records at the time of the declaration. Each team will be refunded (on a prorated basis) their share of entry fee money for scheduled games not played.

F. FINAL LEAGUE STANDINGS

1. Standings will be calculated in the following manner; 2 points for a win, 1 point for a tie, and 0 points for a loss. In the situation of a forfeit, the team in favor shall be given a 7-0 victory and two points; the team at fault will be given a 7-0 defeat and 0 points. However a team can not benefit from a forfeit that is; if A and B play twice and in the first game A beat B by 10 runs, then in the second game A can not automatically forfeit, since they would only lose by 7 runs (this only pertains to teams that are tied). A must give B a chance to beat them by more than 10 runs.
2. If there is a tie in the standings at the conclusion of the scheduled season, tiebreakers will be determined as follows:
 - a. Team with the best record against each other (if still tied go to step b)
 - b. Difference between runs allowed and runs scored against teams that are tied(if still tied go to step c)
 - c. Difference between runs allowed and runs scored against the entire league (if still tied go to step d)
 - d. Team with the least amount of forfeits.
 - e. Will do a coin toss.
3. For Leagues with two divisions, the following tiebreaker rule will be put into effect:
 - a. Team with the best record against each other (if still tied go to step b)
 - b. Difference between runs allowed and runs scored against teams that are tied(if still tied go to step c)
 - c. Team with the best record amongst teams in the same division (still tied go to step d)
 - d. Difference between runs allowed and runs scored against the entire league (if still tied go to step e)
 - e. Team with the least amount of forfeits.

VII. PLAYER/MANAGER CONDUCT

- There is no place in athletic sports for the unethical or disrespectful player. Unsportsmanlike conduct is contrary to the basic principles of athletic sports and the City of Pleasanton.
- The player code of conduct is established for the protection of the participants, for the survival of the sport, and the continuation of the league.
- Violation of the Player Code of Conduct will not be condoned.

A. PLAYER CODE OF CONDUCT

SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES S.A.N.C.R.A.

The following "Player Code of Conduct" has been adopted by all Municipal Directors within S.A.N.C.R.A. and will be strictly enforced by League Directors in the Bay Area. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, managers, coaches, and spectators.

Special Note: A player suspended in one league will result in a suspension for all other City of Pleasanton Leagues, i.e. If you play on more than one team you will be suspended from all other teams within the City.

1. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of dissent at an official's decision.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

2. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

3. **NO PLAYER SHALL:** Refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such person shall remain suspended until his/her case has been reviewed by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two league games (or weeks) and placed on probation for remainder of the season.

4. ***NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension for one game (week) and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from one calendar year and placed on probation upon returning to league action for one season.

5. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for one calendar year.

7. NO PLAYER SHALL: Appear upon the field of at any time in an impaired condition. Officials are required to immediately suspend player from play and report them to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

8. NO PLAYER SHALL: At any time lay a hand upon, shove, expectorate, strike, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

9. NO PLAYER SHALL: Be guilty of a physical attack as the aggressor upon any player, official, spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

Special Note: Any player who violates the "Player Code of Conduct" while already on probation for a previous incident, will face double the penalty than the described above.

B. DISCIPLINE INFORMATION FOR MANAGERS

1. The manager will be responsible to see that all their players know and abide by the rules as stated in these rules and regulations. Further if a manager cannot control his/her players and spectators, he/she faces league action ranging from probation to loss removal from the league.
2. The manager shall be the official representative of the team and spectators unless he designates one of the players as the team captain prior to the game. Only the manager and/or the designated team captain may discuss a call or decision made by the officials. The manager or the designated team captain is responsible for having the team cooperate with the scorekeeper, umpire, field monitor or any league officials.
3. Any time a player is disqualified from a game, the manager must make contact with the League Director prior to the next scheduled game. Failure to comply will make the ejected player ineligible until contact has been made with the League Director and is cleared to play.
4. Any player ejected from a game is required to leave the Softball Complex within (2) minutes. Failure to comply with this rule is grounds for a forfeited game. The umpire must notify and warn the manager of any non-compliance before the game is called a forfeit. Note: An ejected player that returns to the field or approaches an umpire with malicious intentions after the game will face a minimum suspension for two games by the League Director.
5. Any player that is disqualified from the last game of the season must still follow the procedures before being cleared to play for the next season.
6. **Any player ejected from two games in one season will serve an automatic two week suspension.**
7. Any player ejected from a game may not be eligible to play in any other game that night until his/her case has been reviewed by the League Director (exception if player is ejected for illegal equipment or any rule violation where misconduct is not involved).
8. Any team that is involved in any type of physical confrontation, with staff, umpires, or an opposing team/spectators, where more than one player is involved from any given team and no identification can be determined of the individuals the member to be held responsible for that shall be the manager.
9. Any player, coach, or manager who incurs and indebtedness to the City of Pleasanton (returned checks, failure to pay non-resident fee, failure to return City equipment, or other forms where money is owed to the City) and does not correct this matter within a prescribed time period will be suspended from all City of Pleasanton activities until corrected.
10. *Any player that is currently on probation and is involved in an incident while on probation will be given subject to extra disciplinary action by the league director.

VIII. LEAGUE DIRECTOR RULES

The League Director:

- Understands that not all situations are foreseeable and personal judgment will be needed.
- Because of conditions beyond his/her control, may change or revise the league schedule.
- Will determine all rules and regulations and he/she reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league.
- Will interpret all rules and regulations as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of fair play.
- Has the option of moving teams to whatever league and date of play he deems in the best interest of providing a balanced program.

IX. SOFTBALL – THE GAME

(All Leagues will play under these general rules unless exception stated)

Rule 1. LEAGUE AFFILIATION

The U.S.S.S.A. rules govern play for the City of Pleasanton Adult Softball Leagues unless otherwise superseded by the City of Pleasanton local rules and regulations.

Rule 2. EQUIPMENT

- a. ***Game ball:** The League will provide a new game ball (plus a back-up ball), scorekeeper with scoreboard, official(s), bases and other such equipment and material for an efficient league. **If the new game ball goes out of play it shall be put back in play once it becomes available per the discretion of the home plate umpire.**
- b. Each team must provide bats, warm-up balls, and any other individual type of equipment.
- c. **Bat rule:** All Leagues will be allowed to use bats that meet U.S.S.S.A requirements and standards, however additional bats may be banned by League Director for safety reasons in which the City will provide a list of bats that are not to be used in league play. Any player caught using an illegal/banned bat will be subject to removal from the game (player will also be subject to suspension to be determined by league director) under the following guidelines: The batter must step foot into the batter's box and the opposing team or umpire must determine that the bat is illegal/banned before the next pitch is made to the following batter of either team. If a bat is declared illegal the batter is out, ejected from the game and all runners must return to original base. Failure to follow the guidelines will not warrant an out/ejection however the bat shall be disallowed from any further use.
***If a batter is caught using a tampered or altered bat, he or she will be ejected from the game and will be banned from the League for life.**
****If a bat is believed to be tampered or altered by a game official the bat shall be removed from the game and will only be eligible until cleared by the league office.**

Managers have 3 options when deciding on bats for the game. It is up to the manager to let the home plate umpire know which option they want to use before the game. Once a decision has been made, it will stand for the entirety of the game.

Option 1 Both Managers may agree to an open composite game. Any U.S.S.S.A. approved composite bat may be used with the exception that the League Director may ban additional bats, as stated above.

Option 2 Both Managers may agree to using composite bats, however only 2-3 bats are selected and agreed upon from each dugout.

Option 3 Both Managers may agree to use aluminum bats only and no composite bats will be allowed. Players may swing any aluminum bat that is approved and has not been banned.

However, if one Manager wants to swing composite and one Manager wants to swing aluminum, both teams will have to swing aluminum which wins over composite bats.

For more information on the league bat rule please refer to the 2011 bat memo.

- d. **Shoes:** No metal cleats are allowed. All players must wear shoes that enclose the foot while on the playing field. **Penalty** – Removal from the game until player(s) complies with the rule.
- e. **Catcher's Mask:** Catcher's masks are optional.
- f. **Number rule:** All teams and players participating in the league must have a number on their shirt/jersey (either front or back). Players playing without a number shall be warned and reported to league officials. Repeat offenders or team violators (whole team) shall be subjected to disciplinary action as determined by the League Director.
Intent – to distinguish players for the scorekeeper and umpires where players are being questioned for the batting order or accident/injury purposes.

- g. **Jewelry rule:** All exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. **Penalty** – the umpire will stop play until player removes the dangerous jewelry. Note the game clock will not be stopped during this period.
- h. **Headwear rule:** Program participants may wear certain items on their head as long as they are not disruptive or deemed dangerous to others or oneself. Examples of items that can be worn but not limited to are: handkerchiefs, bandanas, yarmulkes, turbans or beanies. However these items cannot be worn around the neck for safety purposes.

Rule 3. STARTING AND ENDING A GAME

The determination of playability of the playing field prior to the start of a game is made by the League Director or his/her official representative and the home plate umpire. Once the game begins, the sole decision to continue a game rests with the home plate umpire or the umpire in chief.

- a. **Game Times:** Business Leagues – Game time is 5:15 p.m.; Sunday through Friday Night Leagues – Game times are 6:30 p.m., 7:45 p.m., and 9:00 p.m.; Sunday Night Coed Leagues – Game time is 5:15. **Note:** Exceptions may be made for these times.
- b. **Game Length:** Each game shall consist of seven (7) innings or a 70-minute time limit whichever comes first. Exception when the run rule is in effect or the grace period is a factor; see rules below for further explanation.
- c. **Grace Period Rule:** At game time a team must have at least (8) players to begin a game. If a team does not have at least (8), there will be a 10-minute grace period before a forfeit is called. Once the team has (8) players the game must begin immediately, the team may not wait for more players. At the end of the 10 minutes, if one or both teams do not have the minimum (8) players required, the game will be a forfeit. If one or both teams are forced to use the grace period, the team(s) will lose their first at bat. For example, the home team takes 5 minutes past game time to get (8) players. They will lose their first at bat. The visitors will bat the top half inning, and then skip into the top of the 2nd inning. **Note:** The scorekeeper will begin the game clock at game time. All players must remain on the field during the grace period.
- d. **Tied Game Rule:** A game tied at the end of (7) innings or at the end of the time limit will have one (1) additional inning to break the tie. In this additional inning the pitch count will begin at 1-1 for both teams, and they will be given an extra foul. Games tied at the end of the extra inning will be a tie in the league standings. **Intent** – To reward quality games with an extra inning and allow both teams a final opportunity to win the game.
- e. **Run Ahead Rule:** The run rule shall be fifteen (15) runs after five innings. Complete innings must be played unless the home team scores the run ahead limit while at bat (fifth inning or beyond). When the visiting team reaches the run rule in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning to get the score below (15).
Intent – To try to control overmatched games where teams may be vulnerable to player injury or where an unforeseen incident may occur due to the score.
- f. **Begin an inning:** A new inning begins after the final out of the previous inning. If time expires after the final out of an inning the next inning will be played. In the event the time limit expires while the home team is at bat, the inning will continue unless the home team is winning.
- g. **Injury Time:** In case of a serious injury the umpire shall stop the game clock. A game may not be called due to an injury (unless team does not have enough players to continue) however it may be postponed to resume play on another date, this shall be determined by League Officials.

- h. **Stopped Game:** A game that is called because of inclement weather, power failure, or other circumstances where safety is a threat to participants will be considered a complete game if five (5) or more innings have been played (only 4.5 innings if the home team is ahead).
- i. **Line-up:** The managers will give the scorekeeper the line-up card at least two (2) minutes before the game time. Managers must cooperate in every possible way with getting the game started on time and ensure that the game moves along at an adequate pace to ensure the maximum amount of playing time. ***Penalty*** – Teams who abuse this policy will be warned by the umpires and further action may be taken.
- j. **Line-up card:** Must have the player's first and last name along with their uniform number. Once the line-up has been handed to the scorekeeper, it is the official line-up and batting order. All players must be present to be placed on the line-up card.
- k. ***Flip-Flop Rule:** The U.S.S.S.A. Flip Flop Rule does not exist for City League play, however if both teams agree to enforce this rule it will be granted in play.
- l. **End Game on Homerun:** If a game ends on a Home Run all runs will be scored.

RULE 4. PLAYING RULES

- a. **To Start:** A team must have at least eight (8) legal offensive and defensive players to start and/or continue a game. ***Penalty*** – The game is declared a forfeit once the grace period has expired.
- b. **Batting:** Teams will be permitted to bat with as many extra players (unlimited) as desired; or teams may play with ten (10) players or eleven (11) players with the Extra Hitter (EH) and use substitutes. If teams use the (EH) line-up, it must be declared before game time and all subs must be clearly marked as subs on the official line-up card.
***Teams that use the substitution rule; all starting players and all substitutes may be taken out of the game and re-entered one time only at the same spot in the line-up.**
- c. **Late Players:** Any late arriving ball players must be placed at the end (exception: coed will be after the last same gender) of the line-up or be used as a substitute. Managers must announce all late players with both umpire and scorekeeper once the game has begun. A team may bat unlimited even if they started the game short-handed.
Intent – to allow all members of the team a chance to play.
- d. **# Of Batters:** A team must have at least eleven (11) players physically present at game time to play under the extra hitter (EH) rule. A team cannot change to the extra hitter (EH) rule once the game has started.
- e. **Defensively:** If using an unlimited batting order (a.k.a. free substitution rule) teams may have free defensive player substitution during the game. If using substitutes only players batting are allowed to play defensively; however this does include the (EH) if using eleven (11) players plus substitute(s).
- f. **Short Handed 9:** A team may play short-handed with nine players; however they must have a player at the pitcher and catcher position, (For coed see special rules, pg. 15-16).
- g. **Short Handed 8:** If a team has only eight players, the opposing team will supply the catcher. The catcher will only be responsible to return the ball to the pitcher and will not be eligible to make any plays. If opposing player (catcher) interferes with the defensive player's opportunity to make an out: it will be declared as on-deck batter interference:
 - 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - 2. If it is with the defensive fielder, fielding a fly ball, the batter is out.
- h. **Missed at bat:** If a player is listed on the official line-up sheet he/she must bat when it is their turn to bat. If a player(s) cannot bat when it is their turn, they are batting out of order and must be appealed by the opposing team in which an out will be credited against the team, i.e. if they are unable to produce a legal substitute. If a player misses

their turn at bat (except for an ejection) they may return into the line-up the next time around. If the player is unable to return (example due to an injury) the batting order will be moved up one spot and no more extra outs will be credited. Note: If a player misses there at bat, due to an ejection, it shall be declared an automatic out by the scorekeeper each time the player's spot comes up unless the team is able to provide a substitute.

- i. ***Courtesy Runner:** One courtesy runner is allowed per inning in all leagues (except for Men's Legends will have unlimited see rule on page 18). Courtesy runner is to be the last available player to have made an out or to have scored (not an option). If the Courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat. *Exception: If a team has a player that has a physical handicap (not an injury) they may use an extra courtesy runner for each time they reach base.
- j. ***Pitching:** This rule is for all leagues (except Coed Rec.). The count goes to four (4) balls and three (3) strikes, with the batter being declared out after a third strike foul (*note this is not a dead ball situation). The "MAT & Plate" will be used to call balls and strikes. Any legal pitch, i.e. fairly delivered or within the height boundaries of six feet to twelve feet from the ground that hits either the mat or the plate will be declared a strike. ***Any illegal pitches or unfairly delivered will be verbally called out "Illegal" pitch by the home plate umpire as soon as they recognize the pitch to be illegal.** No Fakes will be allowed. Dimension of the matt 23" width and 24" length with the home plate cut out.
 1. The "Pitcher" in all leagues (except Co-ed Rec) has the option to start his/her delivery from behind the pitching rubber up to 3'. Two lines will be drawn 24" apart from each side of the rubber going back 3' towards second base, if a pitcher decides to move back all other pitching rules will apply to the delivery of the pitch.
- k. **Home Run Rule:** The home run rule only pertains to over the fence home runs per game. Any excess home runs than the allotted number will be awarded a single and all base runners will be allowed to advance one base.
 1. Any League labeled "C" – allowed three (3) Home runs
 2. All "D", Master's, Coed Comp. & Business – allowed two (2) Home runs
 3. All "E", Men's Legend, & Coed Rec. – allowed one (1) Home run
- l. **Run Line:** All leagues will use a run line to have a force out at the plate (except for any league labeled "C"). A line will be drawn perpendicular to the third base foul line extending from the front left-hand corner of home plate to the backstop. Runners may not touch home plate when scoring a run. Instead, they must run past the line. Crossing is defined as stepping on or past the line (when player touches down with foot). A runner who accidentally steps on home plate will not be penalized unless they interfere with another defensive player. If any interference is observed, runner will be called out and be subject to ejection if done with mal-intent. **Special Notes:**
 1. A player is allowed to slide across the line without being called out.
 2. This line shall be observed as the double bag at first base (see rule (o), below).
 3. *The catcher has the option to tag out the runner; similar to first base on an errant throw.
 4. ***A runner has the option to go to any point of the line does not have to stay within the base line.**

Intent – of this rule is to provide a safe play at home for the recreational type of player.
- m. ***The Commit Line:** The commit line will always be used when the run line is in effect. This is a line that will be drawn halfway between third base and home plate. A runner crossing this line must continue to the plate (not allowed to go back to third base). All plays at the plate are force-outs. However, the catcher can touch home plate for the force out or has the option to tag out the runner once they have crossed the commit line.

Special Note: *If the runner crosses the line and goes back to 3rd base the defensive team must appeal the play to the umpire before the next pitched ball.

- n. **Base Running:** In order to prevent any unnecessary injury, the City of Pleasanton requests that when at all possible, base runners need to attempt to get out of the way, give themselves up, or slide directly into the base. This rule applies to all Leagues except for Legends.

1. On an attempted double play between 2nd and 1st bases, the runner must get down or veer out of the way to avoid the throw to 1st base. Under no circumstances is trying to break up a double play allowed. Failure to follow these guidelines: interference will be called with an automatic double out, also if done with intent may be ejected and face suspension from the league.
2. If the base runner crashes into the fielder who is either holding the ball or is about to catch a thrown ball, the umpire will call the base runner out and the ball is dead.
Note: If the act is determined to be flagrant, the offender shall be ejected.
3. An errant throw drawing the defensive fielder into the runner is not considered interference.
4. Any fielder blocking a base when there is no play will be warned by the umpire or if considered flagrant may be ejected from the game.

Intent – is to protect the defensive player and runner from any unnecessary injury.

- o. **Double first base rule:** The City of Pleasanton uses the double first base for all leagues in order to protect our participants. The rule will be that if the batter – runner is attempting to reach first base and there is a play at first base (force out only) the runner must use the outside base (orange color) and the defensive player must use the inside base (white color). A violation by the runner will result in an automatic out being called and a violation by the fielder will result in an automatic safe call for the runner. **Note:** If the act is determined to be flagrant, the offender shall be ejected. Exceptions to this rule are:

1. On an errant thrown ball that places the fielder into foul ground, the fielder and the batter-runner has the option of using either base. **Note:** This includes overthrows where the fielder is coming from foul ground.
2. On a ball that is thrown from the foul side of first base, the fielder and the batter-runner has the option of using either base.

***Special Note:** With the double first base the runner standing on first base must be on the white colored bag or the orange colored bag he/she has the option.

Intent – On force-outs at first base to try to make it as safe of play as possible for all participants involved.

- p. ***Pitcher hit by line Drive:** **If the Defensive Pitcher is hit by a line drive or a hard hit ball that they did not have time to react to and contacts any part of their body except their glove, it will be ruled a dead ball automatic out.** The bat that was used by the batter shall be immediately removed from the game and not allowed back in any game that night. Any types of intentions or threats of retaliation to continue to go up the middle will subject players to immediate removal from the game.

Intent- To protect the pitcher from hard hit balls where reaction time is limited and to stop the game to ensure his/her safety.

RULE 5. SPECIAL INFORMATION FOR MANAGERS & PLAYERS

- a. **Dugouts:** The “Home Team” will be the second team designated on the schedule. The home team will occupy the third base dugout. No children allowed in dugouts.
- b. **Field of Play:** All managers and coaches are required to be on the team roster to enter the playing area and are bound by the same code of conduct as the players.

- c. **Sliding:** Sliding is permitted in all leagues (except for Coed Rec. & Men's Legends; see individual rules).
- d. **Stealing:** No Stealing is allowed in any League.
- e. **Illegal or Ineligible Player Situations:**
1. A player not on the official team roster or on the official add/drop form.
 2. A player who has not signed the official team roster or official add/drop form.
 3. A player who has not paid their non-resident fee; only if applicable.
 4. A player who is not able to provide a valid identification when questioned.
 5. Any ejected player who has not been cleared by the League Director.
 6. Any player who is on another team's roster in the same league. A player may not play for two different teams in the same league.
 7. **A player may not play on two different teams on the same night, if they are similar leagues. For example: Tuesdays can play in the Business League and only one night Men's League, however cannot play in C-2 and in C-5 league. Wednesday can play in the Business and any one of the night leagues, however cannot play in Master's I and in the Master's II league. Thursday can play in the Business League and any one of the night leagues, can also play in the Coed Comp. and in the Men's C-3 league, however cannot play in the C-3 and in Men's Major D league. Friday can play in the Men's C-4 and in the Coed Rec. however cannot play in the Coed Comp. and in the Coed Rec. league. Sunday can play in the Coed Comp. and any one of the Men's league, however may not play in any combination of Men's League.**
 8. Any player not meeting the specified age requirement for that league.
Penalty: If caught during the game will be automatic ejection and a suspension of two weeks from all league play.
- f. **Blood rule:** A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until reasonable treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire's judgement. **Note:** Uniform violation will not be enforced if a uniform change is required.
- g. **Physical condition:** The City of Pleasanton recommends that player(s) who are under a physician's care (for pregnancy, injuries, physical therapy, etc.) discuss their continuing play or resumption of play with their physician. We ask that you follow your physician advice for your own safety and all other participants. Player(s) who participate in the Softball Program while under a physician's care do so at their own risk.
- h. ***Foul Language:** Foul Language will not be permitted by anyone at any time. Players using foul language will be warned by the umpire the first time and ejected by the umpire if it continues. Notes: Umpires may eject players without warning if remarks are severe enough or directed towards the official. If the umpire cannot find the responsible party, whether it is a player, coach, or spectator, then the manager will be held accountable for the team's actions.
- i. **Smoking:** No smoking is allowed in the area of play (this includes the dugout) by any player, manager, or coach while game is in progress. *Penalty* – violator will be warned by the umpire and failure to comply will warrant an ejection.
- j. **Alcohol:** No Drinking of Alcoholic Beverages at the facility by players, coaches, or managers while a game is in progress. *Penalty* – violators will be ejected from the game (see player code of conduct #7, pg. 7 for further details).

- k. **Infield Practice:** Teams are not allowed to take infield before a game. No batting practice is allowed on the infield at any time and no hitting balls up against the fence. *Intent* – to help keep the fields in the best possible condition for all games.
- l. **Rain Line:** During inclement weather all participants must call the rain line after 3:00 p.m. (the message will not be updated until this time) the day of your event to get updates of field conditions and playability. **Rain line # is (925) 931-5360, website www.pleasantonsports.org.**
- m. ***Ground Rules:** Any ball that hits a tree or any other object not recognized as part of the normal playing field should be ruled as what the ball would have done if the object did not obstruct the ball (pertains to a fair ball) for instance: If a ball strikes an overhanging tree in fair territory and lands in the playing field if in the judgment of the umpire that the ball would have cleared the fence and remained a fair ball for a homerun than a homerun should be ruled. *If the ball strikes an object in foul territory than shall be ruled a foul ball
- n. **Softball Complex Rules:** Within the perimeters of the Softball Complex, for the safety of competitors and spectators, we ask the following rules be observed: Alcohol Beverages, Bike Riding, Motorized Vehicles, Pets, Roller Blading, and Skateboarding are not allowed.

<p>X. SPECIAL CO-ED SOFTBALL RULES (For Co-ed Comp., Bus., & Rec.)</p>

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official U.S.S.S.A. rulebook.

Rule 1. THE TEAM – All Co-ed Leagues

- a. **To start:** Teams must have the minimum of four (4) female players and a minimum of (8) eight players, to begin a legal game (no minimum for males). With the following exception to avoid a forfeit only a team may play with three females however this should be an exception only; abuse of the rule as deemed by the league director will result in a forfeit declared.
- b. **Defensively:** A co-ed team will place ten (10) defensive players on the field. There should be five (5) female and five (5) male on the field. The alignment of the fielders can be at any defensive position for all Co-ed Leagues (i.e. the defense does not have to alternate female/male or need a minimum of two female outfielders). Exceptions to this rule:
 - 1. A team may play with six (6) female players and four (4) male players with no defensive restrictions. A team may also use more than 6 females at one time.
 - 2. A team may play with five (5) female players and four (4) male players; however the defensive team must always have a pitcher and a catcher at the designated position.
 - 3. A team may play with five (5) male players and four (4) female players; however there must be a male placed at the catcher's position (the 5th male catcher in this situation is considered live) and the team must have a defensive pitcher.
 - 4. A team may play with four (4) female players and four (4) male players and they may play at any defensive position. Note: The opposing team will provide a player to return the ball to the pitcher at the catcher position (refer to Short Handed 8 rule, pg. 11 for further details).

5. A team may not play with (6) male players and four (4) female players on the field defensively.
6. *A team may play with (5) males and (3) females and they may play at any defensive position. Note: The opposing team will provide a player to return the ball to the pitcher at the catcher position.
- c. **# Of Batters:** A coed team may use an unlimited system with free substitutes or use the extra hitter rule with substitutes as outlined in the official U.S.S.S.A. rulebook. The batting order must always alternate genders either male/female or female/male (Except when playing with 3 or fewer males must be a set line up). The batting order shall consist of two separate lists one for the females and one for the males; this is for when a team has an unequal amount of female to male ratio. A separate list for genders will allow a team to bat as many male players as it desires as long as you have the minimum of four females in the line-up, with the following exception listed below. So a team can bat 6 males (or more) with only 4 females. Note: In this situation if there are an unequal amount of players, the batting order will rotate and change throughout the game. The official scorekeeper will make the proper adjustments.
Special Note: A team may bat/play with only (3) females in the line-up however a vacant spot will be used for the 4th female position an automatic out will be credited each time unless another female arrives and assumes that vacant position.

Rule 2. SPECIAL PLAYING RULES

- a. **Courtesy Runner:** One courtesy runner is allowed per inning in all divisions, not one for each gender. Note: The runner is to be the last available player of the same gender, whoever made the last out or scored the last run. If the Courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat.
- b. **Coed Walk:** For Co-ed Business and Co-ed Comp. only. Any walk to a male batter will result in a two base award and the next female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat. All existing base runners will advance only when forced. Note: Co-ed Rec. you may not intentionally walk a hitter, no walks allowed all batters must hit.
- c. **Sliding:** For Co-ed Business and Co-ed Comp. sliding is permitted and will play under the same rules as described in the general guidelines. For Co-ed Rec. sliding is not permitted at any base except for across the run line at home plate. For Co-ed Rec. the headfirst dive back is permitted on the bases. *If a runner slides into a base in the Co-ed Rec. league he/she shall automatically be declared a dead ball out.
- d. **Game Ball:** The Co-ed Business League will use a 12" ball for both male and female players. The Co-ed Competitive League will use an 11" ball for female batters and a 12" ball for male batters. The Co-ed Rec. League will use a 12" soft touch ball.
- e. **Pitching:** Co-ed Business and Co-ed Comp. will use the same rules as described in the general rules; i.e. four balls and three strike count.
- f. **Co-ed Rec. Pitching Rules:** Co-ed Rec. is a three (3)-pitch league where you pitch to your own team. Each team supplies their own pitcher.
 1. Each batter will receive a maximum of three pitches to put the ball into play, however if the batter fouls off or swings and misses on the third pitch they have the option of a fourth and final pitch. If after the fourth pitch and the batter does not put the ball into play they shall be declared out.
 2. The offensive pitcher must be on the official roster, however need not to be playing in the game at the time.

3. If the offensive pitcher is hit by a batted ball or interferes with the defensive play (intentionally or unintentionally), the ball is dead and the batter is out. All base runners must return to the base occupied at the time of the pitch.
4. The offensive pitcher must stand within an eight (8') foot radius of the pitching rubber when a pitch is made.
5. The offensive pitcher must alert the defensive team before delivering the pitch. An attempt to quick pitch the ball whether hit or not will result in the pitch considered as a dead ball strike.
6. All teams must have a defensive pitcher at all times no exceptions.
7. The defensive pitcher must stay within an eight (8') foot radius of the pitcher's rubber prior to the batter hitting the ball (at least one foot must be inside the circle).
- g. ***Position of Outfielders:** For Co-ed Business & Co-ed Rec. only, all defensive outfielders must stay behind the outfield cones or markings (whichever is used), which will be placed at 155' from home plate until the batter has made contact with the ball. Penalty: If a defensive player is viewed by an umpire to have violated this rule the batter will be awarded first base.
- h. ***Position of Infielders:** For all Co-ed Leagues all infielders must remain on the dirt portion of the infield until the ball is struck or swung at by the batter; **when the batter is a female.** A team may also not bring in an extra infielder from the outfield. Penalty: If a defensive player violates this rule the batter will be awarded first base.
- i. ***Run Limit per inning:** For Co-ed Business only during innings 1 thru 6 each team is allowed to score a limit of six (6) runs; however, during innings 2 thru 7, the team behind more than 6 runs is allowed to score as many runs as the team is able in order to try to tie the opposing team. If a team scores six runs or more in an inning while tying the score, no additional runs will be allowed once the game has been tied.

<p>XI. SPECIAL LEGENDS SOFTBALL RULES (For Men's 50+ Leagues Only)</p>

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official U.S.S.S.A. rulebook.

Rule 1. THE TEAM

- a. **Defensively:** A team will place eleven (11) players on the field, however a team may play shorthanded with a minimum of eight (8) players. Failure to have the minimum will result in a forfeit. If a team has only eight (8) players, the opposing team will provide the catcher who will only be responsible for returning the ball to the pitcher and will not be eligible to make any plays and as well may not interfere with any defensive plays.
- b. **Player Qualifications:** In order to be eligible a player must turn age 50 by the end of the calendar year (Dec. 31). All players must be on the roster and may only play on one team in the Men's Legends League.

Rule 2. SPECIAL PLAYING RULES

- a. ***Game Length:** If time is close to elapsing (*at least after 57 minutes played) after a complete inning and prior to the seventh, the upcoming inning shall be declared the "last inning" and shall be played without the run limit per inning rule. No additional innings will be played after the declared "last inning", unless the game ends in a tie,

in which case an extra inning will be played. If the last inning is not declared and the clock runs out during the sixth inning or before hand and the game is not a tie the game shall be declared over.

- b. **Run Limit per inning:** During innings 1 thru 6 each team is allowed to score a limit of five (5) runs; however, during innings 2 thru 6, the team behind more than 5 runs is allowed to score as many runs as the team is able to in order to try to tie the opposing team. If a team scores five runs or more in an inning while tying the score, no additional runs will be allowed once the game has been tied. During the seventh inning or in the declared “last inning”, both teams are allowed to score as many runs as possible.
- c. ***Line-Up:** A team must bat its entire line-up that is all eleven (11) defensive players. A team has the option to bat an unlimited line-up or bat eleven players and use extra players as substitutes. Defensively a team may rotate amongst all players listed on the batting line-up sheet, substitutes must be announced. Late arriving players must be added to the bottom of the line-up immediately or declared as a substitute if they are physically able to play.
- d. **Missed at bat:** A player who has to leave the game due to an injury or other personal reasons other than an ejection will be removed from the game and the line up will be moved up one; no out will be assessed. However, if a player misses their at bat, due to an ejection, it shall be declared an automatic out each time the player’s spot comes up unless the team is able to provide a substitute.
- e. **Pitch Count:** All Batters will begin with a zero-ball, zero-strike count, and there will be no extra foul given on a two-strike count.
- f. **Second and Third Base:** When running to second and third base the runner must try to avoid a collision with the defensive player. Runners are allowed to run past and away from second and third base in order to avoid collisions. Runners who make contact with the defensive player to disrupt a play will be called out at the discretion of the umpire if the runner did not make a reasonable effort to avoid contact.
- g. **Over Running Bases:** After over running second or third base, a runner must return to that respective base and touch it before advancing. If the runner makes an obvious motion to advance, the runner may be tagged out by the defensive player. If the runner fails to go back and touch the base after over running an appeal must be made to the official before the next pitch; similar to when a base is missed when rounding the bases.
- h. **Force Outs:** Force Outs will be used at all bases, the defensive player need only touch the base before the runner reaches that base for an out to be called.
- i. **Run Line:** The base runner must avoid touching home plate or the strike mat when attempting to score. A line will be drawn from home plate to the backstop, in which the runner will cross in order to avoid any type of collisions. Crossing the run line is defined as stepping on or past the line that is when player touches down with foot. A runner who accidentally steps on home plate will not be penalized unless they interfere with another defensive player. If any interference is observed, runner will be called out and be subject to ejection if done so maliciously. **Special Notes:**
 - 1. A player is allowed to slide across the line without being called out.
 - 2. This line shall be observed as the double bag at first base.
 - 3. The catcher has the option to tag out the runner; similar to first base.
- j. **Sliding – Dive Back:** Runners will be called out for attempting to slide or dive forward when advancing to a base. However a runner is allowed to slide or dive back when trying to return to a base.

Special Note- Rule under evaluation for upcoming season. Final decision will be published in a memo.

- k. ***Courtesy Runner:** Unlimited Courtesy Runners will be allowed amongst players who are in the batting line-up only, however any individual may only be used only once per inning as a courtesy runner. If a player is being used as a courtesy runner and his turn to bat comes up while on base, the courtesy runner will be called out and they would need to go bat in their position. A substitute can not be used as a courtesy runner he/she can only enter the game as a substitute for that individual and is allowed only one re-entry for the same exact location in the line – up.
- g. **Home Run Rule:** Teams are limited to one (1) over the fence home run per game. Any additional home runs will be declared as singles and all base runners will be allowed to advance one base.

**XII. SPECIAL CO-ED CITY CHURCH RULES
(For Co-ed Only, must be 16 years or older)**

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official U.S.S.S.A. rulebook.

This League is a low-key recreational league designed for fellowship and fun. Coaches should make every effort to maintain the proper attitudes from the players and the fans. Coaches are responsible for meeting with the umpires prior to the game to go over all special rules that are indicated in this rule book so that the umpire understand the special rules and the nature of the league. At all costs we encourage teams not to run up the score against a weaker opponent because in this league there is no official score, no standing are kept, and there are no end of the season awards to be given out.

Rule 1: SPECIAL PLAYING RULES

- a. **Forfeits:** Forfeits are to be discouraged by; If a team is short players, the first option is to borrow a player(s) from the opposing team if they are willing and able, the next option is to borrow a player from another field if available but make sure they sign an add form request, and the last option would be to play short if possible.
- b. **Age Requirement:** Minimum age is 16 years for all participants.
- c. **Prayer:** All games will begin with a prayer, which is the responsibility of the home team.
- d. **Batting Order:** The batting order is continuous and all players present and in the line-up must bat in order. The batting order must contain at least (1) female batter every fourth turn. Examples are but not limited to:

6 M & 5 F	5 M & 5 F	6 M & 4 F	7 M & 3 F	6 M & 3 F	7 M & 2 F
1. Male	1. Male	1. Male	1. Male	1. Male	1. Male
2. Female	2. Female	2. Female	2. Male	2. Male	2. Male
3. Male	3. Male	3. Male	3. Female	3. Female	3. Male
4. Female	4. Female	4. Female	4. Male	4. Male	4. Female
5. Male	5. Male	5. Male	5. Male	5. Male	5. Male
6. Female	6. Female	6. Female	6. Female	6. Female	6. Male
7. Male	7. Male	7. Male	7. Male	7. Male	7. Male
8. Female	8. Female	8. Female	8. Male	8. Male	8. Female
9. Male	9. Male	9. Male	9. Female	9. Female	9. Male
10. Female	10. Female	10. Male	10. Male		
11. Male					

- e. **Short Female Players:** If a team is short female players there will be no automatic outs credited, the female batters must bat every fourth at bat.
- f. **Male Players:** A team can play with as many male players as desired offensively; however defensively a team can have no more than (7) male players on the field.
- g. **Short-Handed:** If a team is playing with only 9 players, the opposing team is to supply the catcher, to retrieve the ball to the pitcher only they will not be considered as an eligible defensive player. If a team is short two players and unable to “borrow another player” the opposing team must supply the catcher and the team will play short one player in the outfield.
- l. **Run Limit:** No team may score more than 10 runs per inning; after the 10th run is scored the team at bat must go on defense. Note this rule does not apply to either team in the last declared inning of the game.
- m. ***Game Length:** If time is close to elapsing (at least after 60 minutes played) after a complete inning and prior to the seventh, the upcoming inning shall be declared the “last inning” and shall be played without the run limit per inning rule. No additional innings will be played after the declared “last inning”.
- n. **Sliding – Dive Back:** Runners will be called out for attempting to slide or dive forward when advancing to a base. However a runner is allowed to slide or dive back when trying to return to a base.
- h. **Pitch Count:** The Pitch Count is (4) balls and (3) strikes, however on the second strike each batter is allowed (1) extra foul ball.
- i. ***Walk:** Any walk to a male batter with a female batter to follow will result in a two base award and the female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat. All existing base runners will advance only when forced.