

TSRI COED SUMMER SOFTBALL LEAGUE

2002 RULES & REGULATIONS

GENERAL

1. Games shall be played on the North Clairemont Rec Center softball field. There will be two games per night on Tuesdays, Wednesdays and Thursdays, excluding Thursday, July 4th. The first game will begin at 5:50 and end at 7:10. If a team is not ready to play by 6:00 pm, the other team may claim the win by forfeit. It is hoped that team captains will be understanding in this regard due to the unpredictable traffic when leaving TSRI in the early evening. The second game will begin at 7:20 and end at 8:40. The second game may play until 9:00 pm, but the lights must be turned off by 9:05 pm. Games are complete after 7:00 innings or may be called for time. Do not start a new inning if it can not be finished without going way over time. Games are not to be ended in a half inning. If the early game needs to complete an inning and it is necessary to proceed into the late game warm-ups, the late game can warm-up on the grass beside the field. The late game should never kick the early game off the field for warm-ups but the early game should make every attempt to finish on time.
2. It is the intent of this league that players be employees of TSRI. However, spouses and friends may be allowed to play on the team as long as 2/3 of the team is comprised of TSRI employees. Former employees who were involved in the league prior to leaving TSRI will be considered employees. **This year there will be an age limit of 18 years or older to play in order to comply with the ASA regulations.**
3. Each team shall designate a team captain. If the regular team captain is absent, a team member will serve as captain for that game. On points of controversy **ONLY** the team captains shall alone come to an agreement before play continues.
4. Each team will field a maximum of **ten** (10) players, **three** (3) of which must be women. If only **two** (2) women are available, the maximum number of players fielded is **nine** (9). There shall be no upper limit on the number of players on a team, although a maximum of 10 players can be fielded per inning. The minimum number of players to constitute a team shall be **eight** (8), **two** (2) of which must be women. Each team must field a catcher.
5. The batting order of the team shall be written down and adhered to. All players will bat regardless of whether they are scheduled to play defense or not. The team will bat through the entire lineup regardless of the number of team players. There will be no automatic outs because there are insufficient women on the team. If this is the case, each woman will bat more than once so that the **"EVERY THIRD BATTER MUST BE A WOMAN"** rule is maintained. The best methods is to have two batting orders in which "male" and "female" orders are listed separately. In every case the **"EVERY THIRD BATTER MUST BE A WOMAN"** rule shall be observed.
6. "BLUE DOT" is the official softballs that will be used in each game. The home team supplies the first game ball and visiting team has the back-up ball.

PITCHING

1. The pitcher shall be a member of the team at bat.
2. All pitches shall be delivered underhand.
3. A batter is called out if the batter fails to make contact with the ball within **three** (3) pitches for men, **four** (4) for women. A foul ball on the last allowed pitch shall be considered an out.
4. The pitcher shall not interfere with the ball. If the ball hits the pitcher is considered a **DEAD BALL, NO PITCH**. If the pitcher deliberately interferes with the ball, the batter will be out.

BATTING

1. No bunting allowed. All batters must take a **FULL SWING**.
2. Every third batter must be a woman.
3. **Double wall, thin wall and baseball bats are prohibited.**

FIELDING

1. Only one defensive player is allowed within the triangle prior to the ball being hit by the batter and must be behind the diagonal line between first and third bases.
2. No outfielders are allowed within 45 feet of the infield until the ball leaves the pitcher's hand. There will be a maximum of five (5) outfielders.
3. To avoid injury to the catcher the runner will run to a second 'home plate' located to the left (catcher's left) of the regular home plate. The catcher will tap the 'true' home plate while the runner must run to the second 'home plate'. **A force will be played at home plate only**, provided the base runner is **committed**. **COMMITTED** is defined, for the benefit of this league, as having crossed a point 1/2 the distance between third and home. Both captains before the start of the game shall agree upon the position of this line. **If the runners run to the wrong home plate, he/she is considered out.**

BASE RUNNING

1. A base runner may not leave the base until the ball is hit. Obvious disregard for this rule will result in the runner being called out.
2. The base runner may not leave the base path to avoid a play being made on the runner.
3. To advance the runner on a fly ball the runner must tag the base after a defensive player has caught the ball. The runner may advance at his or her own risk on a fly ball. If a fly ball is touched by two defensive players and is caught before touching the ground, the batter shall be out, but it is not necessary for the base runner to tag before advancing.
4. In the event of a fly ball which is easily caught by an infielder, with less than **two** (2) outs and runners on first and second, or first, second and third, the batter shall be automatically called out. If the infielder drops the ball, the runners proceed at their own risk. There is no force play because the batter is out regardless if the ball is caught or not.
5. **For safety reasons, there will be no sliding in this league. Accidental sliding due to sipping is forgiven and generally hurts.**
6. If a batter is unable to run due to injury, a pinch runner may be used. A pinch runner must be the last person out of the same sex. **THE PINCH RUNNER MAY ONLY COME IN ONCE THE BATTER HAS MADE IT TO HIS/HER DESTINATION. ONLY ONE PINCH RUNNER PER INNING.**
7. One base will be awarded on an overthrow. An overthrow is defined as a throw that gets past the person covering the base where a play is being made and the ball travels into an 'out-of-play' area. The runner is allowed the base beyond the one he/she has just reached. Once the ball is out of play and the runner advances to the next base, the play is over.
8. If a runner is hit by a batted ball, the runner is out and the batter takes first base.
9. If a runner is hit by a ball thrown by a defensive player, the ball is live.

DEAD BALL OR OUT-OF-PLAY:

1. Out-of-play: Any area out of the boundaries of the field. This includes the cement ditch that runs North/South along the East side of the field, the dugouts and the area between the backstop and the dugouts.
2. Dead Ball:
 - a. A dead ball is a ball that travels out the boundaries of the field of play.
 - b. A ball that touches the pitcher unintentionally.
 - c. A dropped foul ball.

PLAYER ETIQUETTE:

It is expected that all players will behave properly at all times and it is the responsibility of the team captain to mandate good sportsmanlike conduct. Play nice. We will umpire ourselves during the regular season and have paid umpires for the playoffs. **IT IS THE SOLE DISCRETION OF THE UMPIRE(S) TO DETERMINE WHETHER OR NOT A PLAYER'S BEHAVIOR IS OFFENSIVE.**

UMPIRES WILL HAVE AND MAINTAIN CONTROL ON THE FIELD AND ANY ARGUING WITH THE UMPIRES WILL RESULT IN A PENALTY (AND PROBABLY BAD KARMA).