

Stratford Recreation Men's Woodbat Softball

Slow-Pitch Softball Rules

Officials and Recreation Staff are in absolute control of the game and will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Game time is forfeit time.

The umpires shall have the power to make decisions on any matters or questions not specifically covered in the rules. Lineups must be completed and issued to the umpire at the time of the pregame captains meeting.

All rules not mentioned in this packet will be governed by the ASA slow pitch softball rules.

I. General Provisions and Equipment

1.1 Team Requirements

- 1.1.1** Each team may have up to 11 players and as few as 9 in order to start a game.
- 1.1.2** A team must have at least 8 players on the field to continue playing, if a team only has 8 players and a player is ejected or injured and unable to continue, then the team must take a default.
- 1.1.3** If a team starts a game with 9 players, they may add up to 10 players anytime during the game. Each additional player must be added to the bottom of the lineup.
- 1.1.4** An eleventh batter will not be permitted to add once the game has started.

1.2 Equipment

- 1.2.1** A regulation softball and bases will be provided by the recreation program. **Wood bats provided by each team may be used.**
- 1.2.2** Athletic shoes must be worn by all participants. Rubber cleats on shoes will be allowed. Screw-in cleats will not be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
- 1.2.3** All jewelry and rubber bands are prohibited and will result in an automatic out at the time of infraction.
- 1.2.4** Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play.

II. Substitutions

2.1 Substitution Rules

2.1.1 Free substitution is allowed provided such player occupies the same position in the batting order.

2.1.2 Substitution to the batting order is allowed. Substituted player must re-enter into original spot in the order. Substitutions to the batting order must be reported to Umpire.

2.1.3 Substitutes who enter the game, then leave the game, are not eligible for re-entry into the game

2.1.4 A courtesy runner may be used once per inning provided the runner is the player who made the last batted out. Any player who is injured while in the field will require normal substitution procedures.

2.1.5 An automatic out will be awarded if a player who is listed in the batting order is unable to bat (assuming a substitute is not available). An automatic out will also be awarded at the time of player's at bat if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place.

III. The Game, Infield Fly Rule, Appeal Rule

3.1 Game Structure

3.1.1 A regulation game consists of a maximum of seven innings. **No innings will be started after 65 minutes of playing time has elapsed. If an inning is started, it must be completed.** Innings are considered started once the third out of the previous inning is made. Completed games which end in a tie during the regular season will stand. There will be no warm up time on the field given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

3.1.2 Any team leading by 15+ runs after the completion of three innings or 10+ runs after 5 innings (4.5 innings if home team is winning) or complete inning thereafter will be declared the winner and the game complete.

3.1.3 A game is considered official after four innings. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

3.1.4 No time limit will be in effect during championship games.

3.2 Infield Fly Rule

3.2.1 An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there are runners on first and second, or first, second and third with less than 2 outs. The umpire will declare the infield fly rule and the batter is immediately out. Base runners cannot be forced out and may advance at their own risk.

3.3 Appeal Play

3.3.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory. There are 3 types of appeal plays:

A. Missing a base

B. Leaving a base on a caught fly ball before the ball is first touched

C. Batting out of order

3.3.2 Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

IV. Sportsmanship

4.1 Sportsmanship Rules

4.1.1 At the umpire's discretion, a player may be called out or ejected from the game for swinging or throwing the bat in a dangerous manner. All runners must return to their original bases.

4.1.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately forfeit the game.

4.1.3 The offensive team is responsible for retrieving all foul balls and home runs.

4.1.4 Teams must leave the dugout and remove all trash and equipment immediately following their game.

4.1.5 During the game all equipment must remain in the dugout (behind the fence); gloves will not be permitted on the fence.

V. In-Game Rules

5.1 Base Running

5.1.1. No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the umpire.

5.1.2. The base distance is 70 feet.

5.1.3. When the ball is thrown over the fence or into the dugout, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.

5.1.4. Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.

5.1.5. Any runner who is not in contact with a base and is in fair territory when struck by a batted ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out and the batter is awarded first base.

5.1.6. A runner may choose either to slide into a base or simply avoid contact. Please always be aware that sliding into a base may cause injury. Intramural Sports does not require players to slide, however, if a runner chooses not to slide, they must still avoid contact and may be tagged out. Collisions may result in immediate ejections. A runner who leaves the base path will be called "out".

5.1.7. In the case of a possible double play, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the batter/base runner may be called out.

5.1.8. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award

the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

5.1.9. Fake tags by any fielder are illegal. Penalty for a fake tag is ejection from the game.

5.2 Batting

5.2.1. Each batter will start with a 1-1 count

5.2.2 Chopping and bunting are not allowed. The batter must take a full swing. Penalty: batter is called out and base runners must return to their original bases.

5.2.3 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the umpire shall call a strike on the batter.

5.2.4 Once the batter has 2 strikes, he/she is declared out if he/she hits a foul ball. Runners may still tag if a ball is caught in foul territory.

5.2.5 An extra hitter (EH) may be used. **He is an eleventh** hitter in the lineup. This person cannot be added once the game has started. If an EH is used, the position cannot be terminated during the game. An EH may substitute in the field, however, they must maintain the same position in the batting order.

5.2.6 After a team has hit 3 homeruns "over the fence" all homeruns that follow during the same game will result in a out for the batter and all base-runners stay on base.

5.2.7 After hitting a homerun over the fence, the batter does not have to touch any of the bases. We will be following ASA's "hit and sit" rule. All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired.

5.3 Pitching

5.3.1 Preliminary to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.

5.3.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

5.3.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as a slow pitch.

5.3.4 The ball must be pitched with a minimum arc of at least 6 feet from the ground and must not reach a height of more than 12 feet at its highest point from the ground. Penalty: Illegal pitch. The batter has the option to swing at an illegal pitch.

5.3.5. The pitcher's mound will be 50 feet from home plate.

***** Rule Clarifications**

A.) A ball slips from the pitcher's hand during the back swing, is dead and no pitch is declared. All subsequent action on that pitch is canceled.

B.) Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead and runners must return to the last base they touched.

C.) A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

VI. Game Cancellations

6.1.1 A game may be cancelled at any point due to inclement weather.

6.1.2 If a game is cancelled and has been played through 3 1/2 innings (the home team winning), or the 4th inning (the visiting team winning) it is considered a complete game.

6.1.3 If a game is cancelled and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

6.1.4 Regular season games that are postponed will be added to the end of the season up to August 18th. Therefore, some postponed games will be canceled so Playoffs can begin on August 23rd.

During inclement weather, the League Director will notify teams via email if games are postponed.

Do not assume the game will be canceled, as the weather is very unpredictable. It is your responsibility as the captain to make sure your team is ready to play at game time.