

**OFFICIAL SUN CITY
CENTER SOFTBALL
2017-18 RULEBOOK**

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***ANNEX A - SCC SOFTBALL CLUB PLAYER DRAFT
PROCEDURES AND GUIDELINES***

The rules listed herein are an adaptation of the current Senior Softball, slow pitch ASA and SSUSA rules, with modifications unique to SCC Softball Club games and activities.

PLAYING RULES

2017-18

These rules replace and supersede any SCC Softball Rules in existence prior to January 1, 2015.

SECTION 1

DEFINITIONS

NOTE: Wherever "he" or "him" or "their" related pronouns appear in this rule book either as words or as parts of words, they have been used in their generic sense to include both male and female sexes.

1.1 • APPEAL PLAY

An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

A. Types of appeal plays:

1. Missing a base.
2. Leaving a base early on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (umpire's judgment).
5. After the third out in order to nullify a run.
6. Illegal substitute – must be made while they are in the game and before the umpires leave the playing field.

1.2 • BASE ON BALLS

A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. Only one batter at a time can be intentionally walked. (See §8.2 B NOTE)

1.3 • BASE PATH

A base path is an imaginary line that is three feet (0.91 m) on either side of a direct line between the bases.

1.4 • BATTED BALL

A batted ball is any ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intent to hit the ball is necessary.

1.5 • BATTER'S BOX

The batter's box is the 3-foot by 7-foot area to which the batter is restricted. The lines are considered as being within the batter's box. At least some portion of both feet of the batter must be on the line or within the batter's box.

1.6 • BATTER-RUNNER

A batter-runner is a player who has finished his turn at bat but has not yet been put out or touched first base.

1.7 • BATTING ORDER

The batting order is the official listing on the lineup card of offensive players by last name, and first initial. Players will be listed in the order in which they come to bat.

1.8 • BLOCKED BALL

A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or that touches any object that is not part of the official equipment or official playing area. Official tournament photographer(s), umpire equipment attached to and hanging on fences and boxed reserve softball supply behind home plate are considered part of the playing field and the ball will remain live.

1.9 • BLOOD RULE

Refers to a player, coach or umpire who is bleeding and treatment is required, or who has blood on his uniform. (See §4.6)

1.10 • CATCH

A catch is a legally caught ball that occurs when the fielder catches a batted or thrown ball with his hand(s) or glove and the resulting release of the ball must be voluntary. NOTE: It is not a catch if a fielder, after he contacts the ball, collides with another player, umpire or a fence, or falls to the ground and loses possession of the ball as a result of the collision or falling to the ground. A ball that strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or glove in its proper place.

1.11 • CATCHER'S BOX

The catcher's box is the 8½-foot (2.59 m) by 10-foot (3.05 m) area directly behind the batter's box, to which the catcher is restricted. The lines are considered as being within the catcher's box. At least some portion of both feet of the catcher must be within the catcher's box. The catcher must remain in the box until the pitched ball is batted or touches the ground or plate.

1.12 • CHARGED CONFERENCE

A charged conference takes place when:

- A. Defensive conference – A conference shall be charged when a defensive team representative, from the dugout, enters the field of play by crossing

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the foul line. The conference ends when the representative crosses the foul line on the return to the dugout. Only one defensive conference per inning is permitted. If more than one occurs, the pitcher must be removed from the pitching position and cannot return to the pitching position for the remainder of the game.

- B. Offensive conference – A conference shall be charged when an offensive team representative or player requests suspension of play to confer with an offensive team member.
- C. There will be only one charged offensive conference per inning.
- D. The manager or team representative who insists on more than one offensive conference shall be ejected.

1.13 • CHOPPED BALL

A chopped ball occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air. EFFECT: The player will be called out.

1.14 • COACH (BASE)

A base coach is a member of the team at bat who takes his place within one of the two coaches' boxes on the field to direct the players of his team in running the bases. Either base coach may have in his possession any item to be used for scorekeeping or recordkeeping purposes only. No communication equipment is allowed.

1.15 COMMITMENT LINE

A three foot commitment line shall be marked across and perpendicular to the foul line and placed twenty feet from home plate. Once a runner has crossed the commitment line he: (a) cannot return to third base; (b) must continue home; (c) can no longer be tagged out by the defensive player; the defensive player must touch the strike zone plate.

1.16 • DEAD BALL

A ball that is not in play. (see § 9.1)

1.17 • DEFENSIVE TEAM

The defensive team is the team in the field.

1.18 • DISLODGED BASE

A dislodged base is a base displaced from its proper position.

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1.19 • DOUBLE PLAY

A double play is a play by the defense resulting in two offensive players being legally declared out.

1.20 • EJECTION

This is the result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate in the game and must leave the playing field and dugout. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit. (See §5.6)

1.21 • FAIR BALL

A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. Touches first, second or third base.
- E. First falls or is touched on or over fair territory beyond first, second or third base.

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- F. While over fair territory passes out of the playing field beyond the outfield fence.
- G. Hits the fair/foul pole.

1.22 • FAIR TERRITORY

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards. (NOTE: Any batted ball first hitting any portion of the strike mat then settling in fair territory is a fair ball.)

1.23 • FAKE TAG

A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball. This obstruction impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction. **(For penalty, see 8.4(4)A.3.)**

1.24 • FIELDER

A fielder is any player of the team in the field.

1.25 • FLY BALL

A fly ball is any ball batted into the air over fair or foul territory.

1.26 • FORCE OUT - FORCE PLAY

A. A force out is force play that results from a batter becoming a batter-runner and before the batter-runner or a preceding runner have been put out. NOTE: (a) If a batted ball is caught prior to the ball touching the ground, there cannot be a force out. (b) If the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated and he may again be put out if the defense tags the runner or the base to which the runner is forced.

1.27 • FOUL BALL

A foul ball is a legally batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or is blocked.
- D. First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.

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- E. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.

1.28 • FOUL TIP

A foul tip is batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher and the batter is out. NOTE: Any batted ball that goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove is a foul ball and a dead ball.

1.29 • HEADWEAR

- A. Helmet and Face Mask

Any player may wear a helmet. A helmet with a face mask attached and no bill is permitted. A face mask with no bill or with cap worn (forward or backward) under the mask is permitted.

- B. Wearing of ball caps is optional, but if worn, they must be worn properly.

1.30 • HOME TEAM

The home team shall be designated in the SCC Softball game schedules. The home team is listed last on the schedule. Home team wears green shirts.

1.31 • ILLEGAL BAT

An illegal bat is one that does not meet the requirements of §3.3.

1.32 • ILLEGALLY BATTED BALL

An illegally batted ball occurs when the batter hits the ball fair or foul and:

- A. The entire foot is completely outside the lines of the batter's box and on the ground.
- B. Any part of the foot is touching the strike zone mat.
- C. An illegal or altered bat is used.
- D. If ruled by the umpire to be an illegally batted ball, the batter is out.

1.33 • ILLEGAL CATCH

An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or legal glove in its proper place or an illegal player makes a catch.

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1.34 • ILLEGAL PLAYER – Any player not meeting the eligibility requirements of the ASA or SCC Softball Club by-laws.

1.35 • ILLEGAL PITCHER

A player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:

- A. Two charged defensive conferences in one inning.
- B. Pitching with excessive speed after a warning. EFFECT: If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.

1.36 • INTENTIONALLY DROPPED FLY BALL

If a fielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught by an infielder with ordinary effort, and there are any runners on base, with less than two outs, the batter only will be called out, the ball is dead, and the runners will return to the base occupied when the ball was hit. This is an umpire's judgment call.

1.37 • ILLEGAL SUBSTITUTE

Any player, substituted for another, that does not meeting the criteria detailed in section § 4.2. and that participates in the game. The use of an illegal substitute player will constitute a forfeit if properly protested.

1.38 • INELIGIBLE PLAYER

An ineligible player is a player who does not meet the requirements of ASA and the Sun City Center by-laws. The determination of eligibility is the responsibility of the Board of Directors. The use of an ineligible player will constitute a forfeit if properly protested.

1.39 • INFIELD

The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

PLAYING RULES

1.40 • IN FLIGHT

In flight is that term used for any batted, thrown or pitched ball that has not yet touched the ground or some object or person other than a fielder.

1.41 • IN JEOPARDY

In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

1.42 • INNING

An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning. (see § 5.4 for regulation game innings)

1.43 • INTERFERENCE

Interference is the act of an offensive player or team member that physically or verbally impedes or confuses a defensive player attempting to execute a play. A base runner must avoid a fielder making a play. (See § 8.6)

1.44 • LEGAL TOUCH

A legal touch occurs when a runner or batter-runner that is not touching a base is touched by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the glove or hand(s) holding the ball.

1.45 • LINE DRIVE

A fly ball batted sharply and directly into the playing field.

1.46 • OBSTRUCTION

Obstruction is the act of:

- A. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, who impedes the progress of a runner or batter-runner who is legally running bases.

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1.47 • ON-DECK BATTER

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

1.48 • OUTFIELD

The outfield is that portion of the field in fair territory that is not normally covered by an infielder.

1.49 • OVERSLIDE / RUN

An over slide/run is the act of an offensive player when, as a runner, he over-slides or overruns a base (except 1st base) he is attempting to reach. It usually occurs when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy.

1.50 • OVERTHROW

An overthrow is a thrown ball from a fielder that goes beyond the boundaries of the playing field (dead ball territory).

1.51 • PLAY BALL

Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.

1.52 • PROTESTS

A. Only managers or acting managers may notify the umpire of their intent to protest. The only basis for protest is "misinterpretation of a playing rule."

B. Protest of a misinterpretation of a playing rule must be made before the next pitch or if on the last play of the game, before the umpire leaves the playing field.

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1.53 • QUICK PITCH

A pitch made by the pitcher with the obvious attempt to catch the batter unprepared. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

1.54 • RUNNER

A runner is an offensive player who has reached first base and has not yet been put out.

1.55 • RUNNING LANE

A 30' (9.14 m) runner's line running lane shall be marked parallel to the first base foul line ending at the rear of the double base. The line will run three feet outside the foul line and will be joined to the foul line closest to home plate by a perpendicular line.

1.56 • SACRIFICE FLY

A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by an outfielder (or an infielder running into the outfield), and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

1.57 • STARTING PITCHER

The player listed as a pitcher on the lineup card or official scorebook.

1.58 • STARTING PLAYER

The names of starting players shall be entered on the official game card in advance of this pre-game meeting; however, changes can be made until the lineup is official with no charged substitutions. The lineup is official when it is inspected and approved by the plate umpire and team managers at the pre-game meeting. Once the game clock starts, all further changes shall be considered a substitution.

1.59 • STRIKE ZONE PLATE

A strike zone plate will be used. The rectangular plate will be 19" wide and 34 1/2" in length. The plate will be 1/2" in thickness and painted or stained white. A defensive player making a play at Home will be allowed to complete the play by touching any portion of the strike plate. A regulation Home Plate shall be painted on the strike zone plate to facilitate fair/foul calls.

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1.60 • TRAPPED BALL

A trapped ball is:

- A. A batted fly ball or line drive that hits the ground or a fence prior to being caught.
- B. A thrown ball to any base for a force out that is caught with the glove over the ball on the ground rather than under the ball.
- C. A trapped ball is not a catch.

1.61 • TIME

Time is the term used by the umpire to order the suspension of play.

1.62 • TURN AT BAT

A turn at bat begins when a player first enters the batter's box and continues until he is put out, becomes a batter-runner or is substituted for while at bat.

SECTION 2

PLAYING FIELD DIMENSIONS

The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.

NOTE: If the base distances or the pitching distance is found to be the wrong dimensions during the course of the game, correct the error at the end of a full inning with no penalty, and continue playing the game. Every effort should be made by the umpire to determine and implement the correct dimensions.

2.1 • GROUND RULES

Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information.

PLAYING RULES

2.2 • EQUIPMENT AND MARKINGS

- A. The pitcher's box consisting of the area from the front of the pitcher's plate, 50' (15.24 m) from home plate, and extending **back 6'** (3.05 m) perpendicular to the pitcher's plate shall be used. The pitcher's plate shall be of rubber or wood, 24" (60.96 cm) long and 6" (15.24 cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50' / 15.24 m). The pitcher's box may be marked with chalk or field paint.
- B. Both the strike zone plate and the scoring plate may be made of rubber, wood or other suitable material, white in color. The Home plate shall be a five-sided figure, 17" (43.18 cm) wide across the edge facing the pitcher. The Home plate sides shall be parallel to the inside lines of the batter's box and shall be 8½" (21.59 cm) long. The sides of the point facing the catcher shall be 12" (30.48 cm) long.
- C. The bases shall be 15" (38.10 cm) square, shall be made of canvas or other suitable material and not more than 5" (12.70 cm) in thickness. The bases should be properly fastened in position. Exception: The double base shall be used at first base. This base is 15" by 30" (76.20 cm) and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or another color (over foul territory). It should not be more than 5" in thickness. NOTE: With the double base at first, the following rules should be enforced:
 1. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.
 2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. If the ball is overthrown, the batter/runner may use the white portion of the bag to avoid contact or collision. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion.
 3. Should the batter-runner round the base on a hit to the infield or the outfield, he must return to white base.
- D. A commitment line, a scoring plate and a runner's line shall be added to the standard playing field.

PLAYING RULES

2.3 • BASE DISTANCE

Bases shall be set at 65" apart for all SCC Softball games.

2.4 • OUTFIELD FENCE DISTANCE

All SCC Softball games are recommended to be played on 275' minimum fence distance fields.

SECTION 3

PLAYERS' EQUIPMENT

3.1 • METAL CLEATS ARE PROHIBITED

Anytime after the umpire begins play, a team member found wearing metal cleats will be ejected from the game. If on base, he will be called out. Any team member on base at the time the ejected player came to bat must return to the base occupied at that time if there are fewer than three outs.

3.2 • RESTRICTED EQUIPMENT

Any softball equipment deemed unsafe by SCC Board of Directors will not be permitted to be used in SCC Softball games or sponsored events.

3.3 • OFFICIAL BATS

- A. All bats used in SCC Softball games or sponsored events, must be marked with the ASA certification clearly indicated on the bat.
- B. Bats shall not be more than 34" long, nor exceed 30 ounces in weight.
- C. Exception: "All females players and male players who have reached their 78th year may use Senior Softball approved bats such as the Miken Ultra 2 bats along with any other brand of "senior softball" bat. Dudley, Reebok, Louisville Slugger, DeMarini, Easton, Worth, Combat etc. manufacture Senior Softball USA (SSUSA) approved senior bats with the required approval stamped or painted plainly on the bat. All bats would also be clearly marked with pink tape and a unique registration number by the SCC softball club.

PLAYING RULES

D. "With the exception of the Senior Softball bats referenced in the previous section...." All other ASA bats used by SCC softball club members must be registered and be clearly marked with yellow or green tape and a unique registration number.

- E. "Any player entering the batter's box with a bat not approved or not approved for that players use under either of the previous two sections shall be called out for use of a non-approved bat as soon as the umpire begins play. A player may change bats without penalty before the umpire begins play. If a player strikes the ball with a non-approved bat the batter shall be called out and, provided there are fewer than three outs, any base runners shall return to the bases occupied at the time the non-approved bat was used. That player shall be ejected.
- F. "Any bat that has been altered, such as by shaving or rolling, in order to improve performance, or that has been disguised in any way to appear as an approved bat, is an illegal bat. Use of an illegal bat shall result in the same penalties as use of a non-approved bat. In addition, a player using an illegal bat shall be ejected from the game and shall be suspended for a period to be determined by the board.

3.3(1) • WARM-UP BATS

For safety reasons, no more than two official softball bats may be used at the same time by the on-deck batter in the on-deck circle to warm-up.

3.3(2) • BAT INSPECTION

- A. All bats to be used in SCC Softball games must first be inspected by the SCC BOD "designated official" and have an appropriate sticker affixed and number engraved on the bat.

3.4 OFFICIAL SOFTBALL

- A. A yellow optic ball is preferred for both men's and women's play.
- B. A 12-inch ball with a COR of .44 and a compression rating of no more than 375 psi shall be used in SCC men's and women's league play. The SCC Softball Board of Directors may alter the specifications of the official softball to be utilized by the SCC Softball Club at the end of one season session, and before the beginning of the next season session.

PLAYING RULES

3.5 • GLOVES

Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher, or a glove worn by any fielder; shall be more than 5" (12.70 cm) in length. Here are the maximum length specifications: palm width (top) 8" (20.3 cm), palm width (bottom) 8½" (21.6 cm), top opening of web 5" (12.7 cm), bottom opening of web 4½" (11.5 cm), 1st finger crotch seam 7½" (19.05 cm), thumb crotch seam 7½" (19.05 cm), crotch seam 16½" (41.91 cm), thumb top to bottom edge 9¼" (23.5 cm), 1st finger top to bottom edge 14" (35.56 cm), 2nd finger top to bottom edge 13¼" (33.66 cm), 3rd finger top to bottom edge 12¼" (31.12 cm), 4th finger top to bottom edge 11" (27.94 cm).

3.6 • MASKS, HELMETS, SHIN-GUARDS

A. Face Masks – Any offensive or defensive team member may wear a protective mask. A helmet with a face mask attached and no bill is permitted. A face mask with no bill or with cap worn under the mask is permitted.

B. Medically protective – Specially designed masks, such as those worn to protect a broken jaw, may be allowed for offensive and defensive

C. Helmets – Any player may wear a helmet with or without earflaps. A helmet with a face mask attached and no bill is permitted.

D. Shin Guards - Any player may wear shin guards unless they are determined by the umpire to be potentially dangerous.

E. Chest protection and mouth guards - may be utilized by any player.

F. All players are encouraged to utilize protective equipment for their own safety

PLAYING RULES

3.7 • UNIFORMS

A. Team shirts – Two SCC Softball shirts will be purchased by each player upon joining the SCC Softball Club, one white and one green. The “visiting team” of each SCC Softball game shall wear the white shirt, the “home team” shall wear the green shirt.

B. Ball Caps – Wearing of ball caps by players is optional. If ball caps are worn, they shall be worn properly.

C. Casts/Prostheses – All casts and splints must be padded. Prostheses may be worn. Any of this equipment judged by the umpire to be potentially dangerous is illegal. NOTE: Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

D. Jewelry /Accessories – Exposed jewelry or accessories (such as cell phones, keys, fanny packs or pouches) that are judged by the umpire to be a safety issue to anyone participating in the game must be removed and may not be worn during the game. NOTE: A medical alert bracelet/necklace is not considered jewelry. If the alert bracelet/necklace is judged to be a safety issue, the wearing team member will be required to tape the medical alert to the body so that the medical alert information remain visible.

E. Shoes – Shoes must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw into the shoe are allowed. No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

PLAYING RULES

SECTION 4

PLAYERS AND SUBSTITUTES

4.1 • DEFENSIVE PLAYERS

The maximum number of defensive players is 12. Roster players in excess of 12 will be included in the lineup as designated hitters and will substitute defensively with another player every other inning. All roster players will bat in the game.

4.2 • REPLACEMENT (SUBSTITUTE) PLAYERS

A. Any team unable to place 10 players in the field at any time will forfeit the game.

B. Replacement (substitute players) may be selected to a maximum number equal to the number of players on the roster. Each Manager will be provided a matrix of all players drafted and a replacement “substitute only” list (with previous session draft selection position number indicated). The first round selections are grouped and the last two rounds selections are grouped. Missing players within each of these two groups may be substituted for from within their grouping. All other missing players, if replaced, must be player with a lower selection position number in the matrix. (ie. player 22 may be replaced by player 23, but not by player 21). Managers do not have to replace missing player. Prior to the first pitch of the game, managers must make the scorekeeper and the opposing manager aware of the replacement players and the draft numbers of both the replacement player and the player substituted for.

C. Players from the first round draft group may substitute in only one game on any given day. The #1 drafted player may sub for the #2 drafted player only. When playoffs begin, a first round player whose team did not make the playoffs may substitute for only one team in both playoff games.

D. Players who wish to be placed on the substitute list must submit their name to the club secretary before the regular season begins.

E. Exceptions to 4.2D may be granted by agreement of 3 board members for good and just reasons. E.g. player was medically cleared to participate after the season had begun.

F. Throwback catcher – If a team can field only 9 players instead of the required 10 a throwback catcher may be used to prevent a forfeit. All game rules apply. The catcher must be a member of the current opposing team. Any player is eligible to catch. Catchers may be rotated by the supplying team. The catcher's only responsibility is to return the ball back to the pitcher following each pitch. The catcher cannot participate in any active play which may cause an out. The throwback catcher does not bat for the hitting team. An automatic out is recorded each time the missing player would have come to bat.

PLAYING RULES

4.3 • PLAYERS LOST TO INJURY OR EMERGENCY DURING A GAME.

In the event a team with 11 or more players loses a player due to an in-game injury or emergency departure and the manager chooses not to field a replacement player, the game will continue and the missing player's turn at bat will be skipped and not recorded as an out.

4.4 LATE PLAYERS

Players arriving after the game has begun will bat last in the line-up and must first enter the game defensively.

4.5 OUTFIELD PLAYERS AND THE OUTFIELD RESTRAINING LINE

Four outfielders shall remain behind the outfield restraining line until the batter strikes the ball. Penalty – batter to 1st base, runners advanced if forced. Manager may decline penalty to allow same batter to hit. Umpire will move the fielder behind the line.

4.6 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 appropriate 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 that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

A. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.

B. Apply the rules of the game regarding substitution.

C. A player who has left the game under the blood rule may return to the game after appropriate treatment is administered, even after missing a turn at bat.

4.7 • EJECTED PLAYER

A. Unsportsmanlike conduct and unacceptable behavior, including but not limited to, bat throwing, swearing, physical or verbal abusive actions will not be tolerated. At the discretion of the umpire, the offending player may be ejected from the game. Additional action, including suspension, may be determined by the Board of Directors (per SCC Softball Club bylaws).

B. A player or manager who has been ejected from the game must leave the bench area, unless the act is determined to be flagrant, then the player or manager must leave the ballfield grounds. If no player is available to substitute for the ejected player in the batting lineup, an out will be recorded each time the ejected player's position in the batting order comes up. Any player re-entering the grounds after being told to leave will cause his team to forfeit the game.

PLAYING RULES

SECTION 5

THE GAME

5.1 • GAME TIME

A. The official game time starts with the first pitch of the game. If, in the umpire's judgment, a team is unable to play at the scheduled game starting time, that team will be assessed a forfeit.

B. No inning shall begin after 90 minutes from the start of the game - except that, in the event of injuries, emergencies or unforeseen delays, the umpire may allow additional time

5.2 • HOME TEAM

Home team will be designated in the official SCC game schedule The team designated as home team shall bat last in the inning.

5.3 • FITNESS OF THE GROUND

- A. The fitness of the ground for a game shall be decided by the Board of Directors, the plate umpire or both team managers.
- B. Delayed start times and adjustment options due to weather, etc will be determined by a board representative(s). Possible options may include: Game times shortened to 1:15 per game, infield ball will be used in the 1st inning only, 2nd inning is 1 warmup then pitch & play, batters start with 1-1 count.

5.4 • REGULATION GAME

- A. A regulation game shall consist of seven innings. A full seven innings need not be played if the home team scores more runs in six and one-half innings and/or goes ahead in scoring before the third out is made in the bottom of the 7th inning. The 6th and 7th innings of the game shall be open innings. (See also Mercy Rule, section 5.5(1))
- B. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the home team has scored more runs after the completion of at least four and one half innings. The umpire is

empowered to call a game at any time because of darkness, lightning, inclement weather or other causes that place the patrons or players in peril.

- C. A regulation tie shall be declared if the score is equal when the game is called at the end of five or more innings, or if the team second at bat has equaled the score of the first team in the incomplete inning.

5.4(1) • TIE GAMES

A game that is tied at the end of seven innings, and if time permits, shall be continued by playing additional innings. International tie-breaker rule is in effect. (See section 5.4(2))

5.4(2) • INTERNATIONAL TIE-BREAKER RULE

Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base. A substitute may be inserted for the runner.

5.4(3) • PLAYOFFS AND CHAMPIONSHIP GAMES

- A. No time limit – There will be no time limit on playoff and championship games.
- B. Definitions -
1. A championship game is a game after which the winner may be declared champion.
 2. A play-off game is defined as a game where the winning team advances toward a championship game.
- C. League standings and playoffs – At the end of each season, the top four teams will advance to the playoff round. League standings are based on the best winning percentage. Playoff seeding tie breakers 1) Winning percentage 2) Fewest runs allowed (total runs allowed/games played. 3) Coin flip
- D. Only players not on playoff team rosters may be used as substitutes in playoff games. Substitute players may play for only one playoff team.

PLAYING RULES

5.5 • GAME LIMITATIONS

5.5(1) • FIVE-RUN LIMIT PER INNING

Teams are limited to five runs per inning, for the 1st five innings.

5.5(2) • 6th & 7th Inning

Beginning with the 6th inning, each team may score an unlimited number of runs. The umpire shall announce unlimited innings at the completion of the 5th inning.

5.5(3) • MERCY RULE

If a team is ahead by 12 or more runs at any time after five innings have been completed, or four and one-half innings with the home team ahead, the game shall be declared a complete regulation game.

5.6 • FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player is not obeyed within one minute.
- H. Any team unable to place 10 players in the field at any time will forfeit the game.
- I. If an ejected player is discovered participating again.
- J. Utilization of an illegal substitute player. (See § 1.38)

NOTE: See §5.8.C for the score of a forfeited game.

5.7 SCORING OF RUNS

- A. One run shall be scored each time a runner touches the scoring plate after legally touching all bases in proper order.
- B. No run shall be scored if the third out of the inning is the result of:
 1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner.
 2. A runner being put out by a tag or live ball appeal play prior to the lead runner crossing the scoring line.
 3. A preceding runner is declared out on appeal involving a force play.

NOTE: An appeal may be made after the third out in order to nullify a run.

5.8 GAME SCORES

The winner of the game shall be the team that scores more runs in a regulation game.

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated. Games that are regulation tie games shall be resumed at the exact point where they were stopped, if it is decided that they should be played out.
- C. The score of a forfeited game shall be seven to zero (7-0) in favor of the team not at fault.

5.9 CONFERENCES

- A. Offensive conference – There shall be only one charged conference between the manager and/or other team representative(s) and the batter and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. EFFECT: Ejection of the manager or team representative who insists on another charged conference.
- B. Defensive conference – There shall be only one charged conference between the manager or other team representative from the dugout with each pitcher in an inning. EFFECT: The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. PENALTY: If the pitcher returns to the pitcher's position at any time during the game after two defensive conferences in the same inning, he is ejected from the game. The removed pitcher can play another position on defense but cannot pitch again.

PLAYING RULES

5.10 • DELAYS

5.10(1) • INJURY

A time out for an injured player will be called and the game clock stopped at the discretion of the umpire.

5.10(2) • PROTESTED CALL OR PLAY

Protest time outs will be called at the discretion of the umpire. He also may stop the game clock if he feels the protest is a delaying tactic.

5.10(3) • DELIBERATELY DELAYING GAME

In all time limit games, if in the umpire's judgment a leading team is taking or leaving the field slowly to delay the game, he will warn the manager one time to get his players to hustle on and off. If they continue to delay, the umpire may call for a batter and start calling strikes when the offending team is delaying offensively. In cases where the offending team is delaying defensively, time may be added to the game.

5.10(4) • DUGOUT CONDUCT

Coaches, players, substitutes or other bench personnel shall not be outside the designated bench/dugout area except when the rule allows or when justified by an umpire. EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

5.12 • SCOREKEEPING

5.12(1) • OFFICIAL GAME RECORD - The Board of Directors shall appoint personnel to serve as official scorekeepers. The scorekeepers will be positioned behind the backstop fence and maintain constant communications with the home plate umpire. Scorekeeper(s) will maintain the official game score sheets and statistical records for each official game.

PLAYING RULES

SECTION 6

PITCHING REGULATIONS

6.1 • STRIKE ZONE PLATE

A strike zone plate will be used. Legal pitches striking any portion of the plate will be strikes.

6.2 • PITCH COUNT

Batters are allowed 4 balls and/or 3 strikes. All batters start with a 0-0 ball/strike count.

6.3 • THE ARC

The height of a legal pitch must be from 6 to 12 feet above the playing surface.

6.4 • BEFORE STARTING THE PITCH

- A. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- B. The pitcher must take a position with at least one foot in contact with the pitcher's box. The pitcher's box is defined as the area from the front of the pitcher's plate, 50' from home plate, and extending back 6' perpendicular to the pitcher's plate.
- C. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch.

6.5 • STARTING THE PITCH

The pitch starts when the pitcher makes any motion that is part of his delivery after the required stop.

PLAYING RULES

6.6 • LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward pass of the pitching arm past the hip with an underhanded motion.
- E. The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's box and the step is simultaneous with the release of the ball.
- F. The pitcher may not pitch the ball behind his back or through his legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire's judgment. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
- H. The pitching motion does not continue after release of the ball.
- I. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- J. The pitcher shall not deliver a pitch from the glove.

6.7 • USE OF A WINDUP

The windup may be used as a legal part of the pitch as long as all of the requirements of this rule are followed:

- A. The pitcher must come to a full and complete stop with the ball in front of his body.
- B. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.
- C. The windup is a continuous motion.
- D. The pitcher must not use a windup in which there is a stop or reversal of the pitching motion.
- F. The pitcher must deliver the ball toward the strike mat on the first forward pass of the pitching arm past the hip.
- G. The pitcher cannot continue to wind up after he releases the ball.

PLAYING RULES

6.8 • DEFENSIVE POSITIONING

6.8(1) • PITCHER DELIVERING THE BALL

The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.

6.8(2) • DISTRACTING THE BATTER

A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player may also be ejected from the game following a warning.

6.9 • PITCHING RESTRICTIONS

Neither the pitcher nor any other player shall, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear a sweatband on the pitching arm or tape on the fingers. Batting gloves may not be worn on the pitching hand. EFFECT: An illegal pitch shall be called on the first offense. If the pitcher continues to place a foreign substance on the ball, he should be ejected from the ball game.

6.10 • CATCHER

- A. The catcher must remain within the perimeters of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout. EFFECT: An additional ball is awarded to the batter.

6.11 • QUICK PITCH

The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a pitch. EFFECT: The umpire will call time and allow the batter to get set.

6.11(1) • PENALTY FOR ILLEGAL PITCHES

Any infraction of §6.3 through §6.11 is an illegal pitch. A ball shall be called on the batter. Runners may not advance. EXCEPTION: If a batter swings at any illegal pitch, it is nullified and the result of the play stands.

6.12 • WARM-UP PITCHES

At the beginning of each half-inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up

PLAYING RULES

pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

6.13 • NO PITCH

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts to "quick pitch" the batter.
- C. A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- D. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- E. The ball slips from the pitcher's hand during his windup or during the back swing.
- F. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being removed from the game.

EFFECT: §6.13 A-F: The ball is dead, and all subsequent action on that pitch is nullified.

6.14 • ILLEGAL PITCH

The umpire shall call an illegal pitch when the ball is at its highest point less than six feet or over twelve feet above the playing service.

6.15 • SHORT PITCH

A pitched ball hitting the ground in front of home plate is a dead ball. A ball shall be called on the batter.

6.16 • WIND OR SUN AFFECTING BOTH PITCHERS

In significantly windy conditions, by mutual agreement, team managers may limit walks to a maximum of 2 per inning. In the case of sun interference potentially affecting the pitcher's safety, the umpire may invoke a short suspension of play.

6.16(1) • OPTIONAL SCREEN GUIDELINES

Use of a protective screen for pitchers is an option available on an individual basis upon pitcher request. If a screen is used, these rules apply.

- A. The screen must cover at least one half of the rubber. The screen may be no more than 4 feet ahead of, and parallel to, the rubber with all 4 legs ahead of the rubber
- B. Pitchers will deliver the ball from the pitching hand side of the screen. Pitching over the screen is not permitted.
- C. The pitcher may field only batted balls, specifically popups (fair or foul) or softly hit balls in front of the screen.

Effect - Pitcher touches or is hit by any batted ball except those listed above, the ball is dead and all runners, including the batter, move up 1 base.

D. All batted balls which hit any part of the screen, including a leg, are dead balls. Screen contacts do not result in strikes being called.

E. Any thrown ball, other than a pitch that hits the screen, is in play.

F. Screen can be adjusted before each 1/2 inning, after it has been dislodged or when a pitching change has been made.

G. If the screen is used by only one pitcher, that player/team is responsible for the removal/replacement of the screen each inning. The screen will be moved to dead ball territory.

6.17 • PITCHER'S AND PLAYER'S SAFETY EQUIPMENT

Pitcher's and all players must understand that playing softball is inherently dangerous and may result in serious bodily harm. As such, the Board of Directors highly recommends and strongly encourages the use of safety equipment to include, but not limited to face masks, helmets, mouth/teeth guards, chest protectors and shin guards. Players may choose "not" to use safety equipment, but they do so at their own risk.

6.17(1) • RELEASE (INJURY TO PLAYER)

Every player desiring to join and participate in SCC Softball league play shall be required to read, acknowledge and sign the SCC waiver of liability and hold harmless agreement.

PLAYING RULES

6.17(2) • PLAYER RESPONSIBILITY FOR PROCURING INSURANCE

The pitcher and players are fully aware that neither the SCC Community Association, the SCC Softball Club, ASA nor SSUSA carry, or provide, any medical insurance for any participants and that all players are solely responsible for procuring their own insurance.

6.17(3) • ASSUMPTION OF INHERENT RISK

The pitcher and all players recognize that they assume all risks involved arising from participation in SCC Softball events as a pitcher / player, and by electing not to wear safety equipment, they knowingly assume and undertake the inherent risks of the sport.

6.17(4) • SOFTBALL SKILLS

The pitcher and players are familiar with the skills required to participate in a SCC Softball Club event (including batting, fielding, running and throwing) and have satisfied themselves that they are proficient in those skills

6.18 • INTENTIONALLY HITTING UP THE MIDDLE AT THE PITCHER

Any batted ball intentionally hit up the middle at the pitcher, regardless of whether or not it strikes the pitcher, shall result in a dead ball out. The batter will be ejected from the game and may be subject to an additional penalty in the form of a suspension. The determination of "intentional" is a judgment call by the umpire, is not subject to appeal and shall not be presumptive merely in the case of a batted ball striking the pitcher. EFFECT: The determination of intent shall be based upon the totality of the facts and circumstances present during the game, including previous statements and actions by players, managers and others prior to the incident that results in the umpire's judgment of intent or lack thereof.

PLAYING RULES

SECTION 7

BATTING

7.1 • BATTING ORDER

- A. The batting order of each team showing the players' last names, first initials, and positions must be on the listed on the game card and must be completed and delivered to the plate umpire before the game. The plate umpire shall submit it to the inspection of the manager or captain of the opposing team.
- B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
- C. When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning and the ball and strike count on him shall be canceled.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed his turn at bat in the preceding inning.

EFFECT - §7.1 B-D: Except for a wrong batter at bat, batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

1. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes. **NOTE:** The offensive team may correct a wrong batter at the plate with no penalty.
2. If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: (a) the player who should have batted is out. (b) Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, walk, or a base hit shall be nullified. (c) the next batter is the player whose name follows that of the player called out for failing to bat. (d) If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

PLAYING RULES

3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
4. No runner shall be removed from the base he is occupying except the batter-runner who has been taken off the base by the umpire as in Number 2 above to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

7.1(1) • BATTER ELIGIBILITY

A team may bat every player in the dugout and on the team roster. All batters must be listed on the lineup listed on the game card provided to the umpire prior to the start of the game. The number of batters listed cannot be reduced without recording an out when the vacant position comes to bat. In the case of an injury, an out will be recorded only the first time the vacant position comes to bat. (**EXCEPTION:** if a player is ejected and a substitute is not available an out will be recorded every time that position comes to bat).

7.2 • ON-DECK BATTER

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order. The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench. The on-deck batter must take his position as the batter within 15 seconds after being directed to do so by the umpire. Failure to enter the batter's box as directed will result in a strike. No pitch has to be thrown and the ball is dead.
- B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two.
- C. The on-deck batter may leave the on-deck circle:
 1. When he becomes the batter
 2. To direct runners advancing from third to home plate.
 3. To pick up bat discarded by a batter-runner.
- D. The on-deck batter may not interfere with the defensive player's opportunity to make an out:

PLAYING RULES

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.

7.3 • BATTING POSITION

- A. The batter must have at least some portion of both feet on or inside the lines of the batter's box at the start of the pitch.
- B. The batter must take his position within 10 seconds after being directed by the umpire. EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out and the runners may not advance.

7.3(1) • OBLITERATING THE BATTER'S BOX

A batter, in the umpire's judgment, deliberately erasing any portion of the batter's box will be called out. **A second offense by the same player will result in the player's ejection from the game.**

7.4 • STRIKE CALLED BY UMPIRE

- A. For each legally pitched ball hitting the strike mat before touching the ground and the batter does not swing. Any pitched ball that hits the ground or strike mat cannot be legally swung at by the batter. NOTE: If the batter swings and misses the pitch prior to the ball hitting the plate or mat it is a strike. EFFECT: The ball is dead.
- B. For each legally pitched ball swung at and missed by the batter. EFFECT: The ball is dead. If the batter swings at an illegal pitch, the illegal pitch is nullified.
- C. For each foul tip. EFFECT: The ball is dead and the batter is out if it is the third strike.
- D. For each foul ball, including the third strike.
- E. When any part of the batter's person or clothing is hit with his own batted ball when he is in the batter's box and has fewer than two strikes.
EFFECT - §7.4 D-E: The ball is dead and each runner must return to his base.
- F. If the batter does not take his position within 10 seconds after being directed by the umpire.
- G. When, after being warned by the umpire, a leading team coming to bat is delaying the game. (See §5.10(3))

PLAYING RULES

7.5 • BALL CALLED BY UMPIRE

- A. For each legally pitched ball that does not hit the strike mat, or touches the ground before reaching the strike mat, and the batter does not swing. Any pitched ball that hits the ground or strike mat cannot be legally swung at by the batter. NOTE: If the batter swings at a pitch after the ball hits the ground, the ball is dead and all runners return to the base occupied at the time of the pitch. A ball is called.
- B. For each illegally pitched ball not swung at.
- C. When a pitched ball hits the batter while he is inside the batter's box.
- D. When the catcher fails to return the ball directly to the pitcher as required.
- E. For each excessive warm-up pitch.
EFFECT: §7.5 A-E: The ball is dead and runners may not advance.

7.6 • BATTER IS OUT

- A. When a batter enters the batter's box with, or is discovered using, an altered bat.
- B. When the batter enters the batter's box with, or is discovered using, an illegal bat. The batter is also ejected from the game.
- C. When an entire foot is touching the ground completely outside the lines of the batter's box when he hits a ball fair or foul.
- D. When any part of a foot is touching the strike mat when he hits a ball fair or foul.
- E. When the batter bunts or chops the ball, or does not take a full swing when deliberately hitting a pitched ball.
- F. When members of the team at bat interfere with a player attempting to field a fly ball.
EFFECT: §7.6 A-F: The ball is dead and each runner must return to the base legally occupied at the time of the pitch.
- G. Upon hitting a foul ball on third strike, the batter is out. If a fly ball is caught in playable territory, the ball remains live and runners may advance at risk of being put out.
- H. Whenever the "batter eligibility" exception applies (See § 7.1(1))
- I. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box. EFFECT: The ball is dead, the batter is out and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.
- J. When spectator interference is ruled. (See § 8.2(2))

PLAYING RULES

SECTION 8

ON BASE SITUATIONS

8.1 • TOUCHING BASES IN ORDER

The base runner must touch bases 1st, 2nd, 3rd and cross the scoring line in that order.

- A. When a base runner must return to bases while the ball is in play, he must touch the bases in reverse order. **EFFECT:** The ball is in play and base runners must return with liability to be put out.
- B. When a base runner acquires the right to a base by touching it before being put out, he may hold the base until he has legally touched the next base in order or is forced to vacate it for a succeeding runner. **EFFECT: Base runner is liable to be put out, whether or not he remains in contact with the base, if he fails to vacate the base for the succeeding runner.**
- C. When a runner dislodges a base from its proper position neither he nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance with liability of being put out. **NOTE:** A runner in a double play situation who stops or retreats towards the base left is not to be considered as running the bases in reverse order.
- D. Two base runners may not occupy the same base simultaneously. **EFFECT:** The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball. (See §8.1 B.)
- E. Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding runner who touches the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
- F. No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
- G. When the ball is dead, no runner may return to touch a missed base. However, when a dead ball occurs, a runner may return to a missed base or a base he left illegally, if he is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he is required to return to.
- H. No runner may return to touch a missed base or one left illegally once he enters his dugout or bench area.

PLAYING RULES

- I. When the umpire has called four balls or when a walk is issued, all runners must touch all bases in legal order. Base runners do not advance unless forced.
- J. Bases left too soon on a caught fly ball must be retouched before advancing to subsequent bases. Awarded bases must also be touched in proper order.

8.2 • BATTER BECOMES A BATTER-RUNNER

- A. A batter becomes a batter-runner when he hits a pitched ball and has liability to be put out.
- B. When four pitched balls have been called by the umpire. The batter-runner is awarded one base without liability to be put out. **EFFECT:** The ball is dead and runners may not advance unless forced. If the pitcher desires to intentionally walk a batter, he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base. There may be only one walk per batter per game. By mutual agreement, managers may limit walks to a maximum of 2 per inning.
- C. When he bats a fair ball even though it strikes another player, umpire or their attached clothing or equipment.
 - 1. If the runner is hit with a fair batted ball while touching a base, he is not out. **EFFECT:** The ball is live or dead depending on the position of the fielder closest to the ball. If the closest defensive player is in front of the base runner hit by the ball, the ball remains live. However, after the runner in contact with the base is hit by the batted ball, it shall be the same as hitting the ground. Since the ball remains live, the defense is free to make whatever plays are available. If the defensive player is behind the base runner, the ball is ruled dead, the hitter is awarded a base hit and runners are advanced **ONLY** if forced to advance.
 - 2. If the runner is hit by the ball while off base and before it passes an infielder (excluding the pitcher), the ball is dead and the hit runner is declared out. The batter-runner is awarded first base without liability to be put out.

8.2(1) • CATCHER OBSTRUCTING BATTER

When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. **EFFECT:**

- A. The umpire shall give a delayed dead ball signal.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher

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obstruction is canceled and all action resulting from the batted ball stands. No option is given. NOTE: Once a runner has passed a base, he is considered to have reached that base (whether missing the base or not) and no option is given.

- C. If the batter-runner and all runners have not advanced at least one base, the manager does not have the option to take the result of the play or accept the obstruction. The batter-runner will be awarded first base and advancing all other runners only if forced.

8.2(2) • SPECTATOR INTERFERENCE

If a spectator reaches into the field of play and interferes with the fielder's opportunity to catch a fly ball, the ball is dead, the batter is out and the runner(s) must return to the last base occupied at the time of the pitch.

8.3 • BATTER-RUNNER IS OUT

- A. When after hitting a fair ball he is legally put out prior to reaching first base.
- B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT: §8.3 A and B: The ball remains live.
- C. When he fails to advance to first base and enters his team area after a batted fair ball, a base on balls, or catcher obstruction. EFFECT: The ball is dead, the batter-runner is out and runners cannot advance.
- D. When he runs outside the running lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, he may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
- E. When he interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder attempting to throw the ball. If in the judgment of the umpire, the throw was likely to retire a trail runner, that runner shall also be called out.
- F. When he makes contact with a fair batted ball before reaching first base, the ball is dead and all other runners shall return to the base occupied at the time of the pitch.
- G. When the batter-runner intentionally interferes with a play at home in an obvious attempt to prevent an out, both the batter-runner and the base runner are out.
- H. When the runner moves back towards home plate when running to first base in order to avoid or delay a tag by a fielder. The ball is dead, the batter-runner is out and all runners return to the base occupied at the time of the pitch.

- I. When an infielder intentionally drops, or lets drop, a fair fly ball, including a

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line-drive that can be caught with ordinary effort with first base only, or first base and any other base(s) occupied, with less than two outs. A trapped ball shall not be considered as having been intentionally dropped. EFFECT: The ball is dead, the batter-runner is out and each runner shall return to the base occupied at the time of the pitch.

8.4 • AFTER GETTING A HIT

8.4(1) • BATTER-RUNNER REACHING FIRST BASE

Each batter must reach first base without the aid of a courtesy runner. A double bag shall be used at first base, the double portion of the bag being in foul territory 2 feet to the right of first base. If there is a play on a batter-runner going to first base, the batter-runner must touch the portion of the double bag extending into foul territory. He will be called out if he fails to do so, except, in the umpire's judgment, the batter-runner is avoiding a collision. This is NOT an appeal play. Important: The defending player has only the white base, in fair territory, to make the putout; his touch of only the bag in foul territory will not result in an out.

8.4(2) • WHEN RUNNERS CAN ADVANCE AT THEIR RISK

Runners are entitled to advance with liability to be put out:

- A. When a pitched ball is batted.
- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. When a legally caught ball is first touched.

8.4(3) • WHEN A RUNNER CAN BE PUT OUT

A runner can be put out:

- A. If, while the ball is in play, a runner is not touching the base.
- B. If, after overrunning first base, in the umpire's judgment, the runner attempts to continue to second base.
- C. If, after dislodging a base, the runner attempts to continue to the next base.

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8.4(4) • WHEN RUNNERS ARE ENTITLED TO ADVANCE

Runners are entitled to advance without liability to be put out:

- A. When a fielder obstructs the progress of a runner or batter-runner, who is legally running the bases. NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur after any obstruction, enforcement of the interference penalty would have precedence. EFFECT: When obstruction occurs, the umpire shall call "obstruction" and give a delayed dead ball signal for obstruction. NOTE: Failure of the umpire to call obstruction DOES NOT negate the obstruction.

If play is being made on the obstructed runner or if the batter-runner is obstructed before reaching 1st base, the ball is dead, and all runners advance without liability to be put out to the bases they would have reached. **EXCEPTION:** A base runner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any proceeding runners forced to advance by the award of bases for obstruction shall advance without liability to be put out.

1. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, that will nullify the act of obstruction.
2. If the obstructed runner is put out after passing the base that would have been reached had there not been an obstruction, the obstructed runner will be called out and the ball remains live.
3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases that would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
4. When any obstruction occurs (including a run-down), the umpire will signal a delayed dead ball.
5. When forced to vacate a base because the batter was awarded first base.

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- B. When a fielder intentionally contacts or catches a fair batted or thrown ball with his helmet, cap, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on their person. EFFECT: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they can advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball that, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner should be awarded a four-base award.

- C. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. EFFECT: 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 hands. If two runners are between the same bases, the award is based on the lead runner.

EXCEPTION:

If the ball becomes blocked because of offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.

1. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.
- D. When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also when it deflects off a runner or umpire and goes out of play. EFFECT: The ball is dead, and all runners are awarded two bases.
1. When the first throw is made by an infielder, two bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners when the wild throw was made.
 2. When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two base award shall be governed by the position of each runner and the last base he has touched at the time the throw was made. If two runners are between the same bases, the award is based on the position of the lead runner.

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3. When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for the purposes of an over throw award.
- E. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. EFFECT: The ball is dead and each base runner is awarded one base from the last base touched at the time the fielder entered the dead-ball territory.
- F. If, in the umpire's judgment, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. (NOTE: A fielder carrying a live ball into a dugout or team area to tag a player is considered to have unintentionally carried it there.) EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or shoved into dead ball territory.
- G. When there is spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of the interference and the umpire shall award the base or bases that in his judgment the runner(s) would have reached had there not been any interference.

8.5 COURTESY RUNNERS

8.5(1) • USING COURTESY RUNNERS

Any player on the roster may be a courtesy runner if listed on the official lineup. A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per game. Any courtesy runner found running more than once per game will be called out. Should that occur, the original base runner will be returned to the base and then may be replaced with an eligible courtesy runner.

8.5(2) • USING A RUNNER ON BASE

A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

8.5(3) • COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game.

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8.5(4) • COURTESY RUNNER COMING TO BAT WHILE ON BASE

A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and a second courtesy runner cannot be substituted. Substitution for the original player will not prevent this out. The courtesy runner called out does not lose his turn at bat. EFFECT: The out occurs at the base the courtesy runner abandons to take his required turn at bat, unless it is the third out.

8.5(5) • COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he touches the base. If a courtesy runner is determined illegal, he will be called out upon touching the base and no other courtesy runner is allowed. The original runner may not return as the runner. An illegal courtesy runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.

8.6 • SLIDING - COLLISIONS

8.6(1) Sliding or diving into the scoring plate or first base by a batter who has not as yet touched the base is not permitted and shall result in an out called. Sliding into second, third or returning to first in order to avoid a collision is permitted.

8.6(2) A base runner must slide or otherwise avoid a collision with a fielder in possession of the ball. If the runner does not avoid such a collision, the umpire shall call both the runner and the first trail runner out. This is NOT a judgment call. If the collision occurs after an audible out call, the umpire may also call out a preceding runner, including one who has scored on the play. If the collision is intentional, the runner shall be ejected from the game.

8.6(3) Contact shall mean contact between a runner and a fielder likely to knock the fielder off balance or to potentially cause injury. It shall not include minor or incidental contact, although such contact may result in interference under section 8.3 (E).

8.7 • OVER-RUNNING BASES

8.7(1) • OVER-RUNNING SECOND AND THIRD BASES

Players are not permitted to over-run second and third base without being in jeopardy of being tagged out. A player has the option of sliding. This option is included primarily so a player can avoid a collision.

PLAYING RULES

8.7(2) • OVER-RUNNING FIRST BASE

A player may over-run first base without being in jeopardy of being tagged out. If the base runner, in the umpire's judgment, is tagged out before returning to first base after attempting to advance to second base, he will be declared out.

8.7(3) • OVERRUNNING WHEN RETURNING TO BASE

A runner who overruns any base when returning to it is liable to be put out.

8.7(4) • AVOIDING COLLISIONS

A runner must make every effort to avoid colliding with opposing players while running the bases or sliding or diving. (See § 8.6)

8.8 • COMMITMENT LINE

A commitment line twenty feet from the scoring plate will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate and may no longer be tagged out. EFFECT: Tag of the runner by a defensive player will not be allowed. The runner will be called safe and the ball remains live. NOTE: If a runner re-crosses the commitment line in an attempt to return to third base, he will be declared out and the ball remains live.

8.9 • RETIRING RUNNER AT HOME

8.9(1) • NON-FORCE SITUATION

A base runner may be retired at the strike plate in a non-force situation. The defensive player must have possession of the ball while touching any portion of the strike plate after the runner has passed the commitment line, but does not yet have a foot down on or past the scoring plate.

PLAYING RULES

8.9(2) • CROSSING OR TOUCHING STRIKE PLATE

The runner shall also be called out if he touches or crosses over any portion of the strike plate. The ball remains live.

8.10 • SCORING PLATE

A base runner's foot down on any part of the scoring plate prior to the ball being received by a defensive player touching any portion of the strike plate results in the scoring of a run.

SECTION 9

MISCELLANEOUS

9.1 • DEAD BALL

The ball is dead and not in play:

- A. When the ball is batted illegally.
- B. When a batter steps from one box to another when the pitcher is ready to pitch.
- C. When a ball is pitched illegally.
EXCEPTION: If the batter swings at an illegal pitch, the play stands.
- D. When the umpire declares "No pitch."
- E. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- F. When a foul ball is not caught.
- G. When a base runner is called out for leaving a base early on a pitched ball.
- H. When the offensive team causes interference.
- I. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.
- J. In case of interference with the batter or fielder.
- K. When the batter bunts or chops a pitched ball.
- L. When the umpire calls time.
- M. When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.
- N. When any part of the batter's person is hit by his own batted ball while he is in the batter's box.
- O. When a runner runs the bases in reverse order.
- P. When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.

PLAYING RULES

- Q. When a base runner fails to keep contact with his base until the pitched ball has reached home plate.
- R. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he reaches first base.
- S. When a blocked ball is declared.
- T. When the batter enters the batter's box with or uses an illegal or altered bat.
- U. When a fair batted fly ball, including a line drive that can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner or runners on base at the time.
- V. When a fielder carries a live ball into dead ball territory.
- W. When a batter is hit with his own-batted ball in fair territory outside the batter's box.
- X. When a fair ball strikes an umpire or base runner on fair ground before passing or touching an infielder.

9.2 • THE BALL IS IN PLAY

- A. At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "play ball".
- B. When a thrown ball goes past a fielder and remains in playable territory.
- C. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
- D. When a fair ball strikes an umpire on foul ground.
- E. When the base runners have reached the bases that they are entitled, when the fielder illegally fields a batted or thrown ball.
- F. When a base runner is called out for passing a preceding runner.
- G. When no play is being made on an obstructed runner, the ball shall remain live until the play is over.
- H. When the batter legally hits a fair ball.
- I. When a base runner must return, in reverse order, while the ball is already in play.
- J. When a base runner acquires the right to a base by touching it before being put out.
- K. When a base is dislodged while runners are running the bases.
- L. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- M. When a runner is forced or tagged out.
- N. When the umpire calls the base runner out for failure to return and touch the base when play is resumed, after a suspension of play.

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- O. When a live ball strikes a groundskeeper, policeman etc. assigned to the game.
- P. When a thrown ball strikes an offensive player.
- Q. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball. The batter is not out and the ball is live and in play.
- R. When a thrown ball strikes an umpire.
- S. When a thrown ball strikes a coach.
- T. As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time." Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
- U. When, in the umpire's judgment, a coach touches **and** physically assists a runner.
- V. When the ball strikes a photographer assigned to the game by the tournament director

EFFECT: A delayed dead ball signal will be given and play shall continue. The touched **and** assisted runner shall be ruled out and all other subsequent play will be ruled upon accordingly.

9.3 • THE BALL REMAINS LIVE

The ball remains live until the umpire calls "time," which should be done when the ball is held by a player in the infield area, and in the umpire's judgment, all play has ceased.

9.4 • FOUL THIRD STRIKE

Upon hitting a foul ball on a third strike, the batter is out. If the ball is caught in playable territory in the air, the ball remains live. Runners may advance at their own risk.

PLAYING RULES

SECTION 10

UMPIRES

NOTE: Failure of umpires to adhere to SECTION 10 shall not be grounds for protest. These are guidelines for the umpires.

10.1 • POWERS AND DUTIES

The umpires are the representatives of the league or organization for the particular game that they have been assigned. They are authorized and required to enforce the rules contained in this book. The umpires have the power to order a player, coach, captain, or manager to do or refrain from doing any act that is necessary to enforce any of these rules, and to inflict any penalties prescribed. The plate umpire shall have the authority to rule on any situation not specifically covered in these rules.

NOTE: An umpire shall not be a member of either team (i.e. player, coach, official scorekeeper, or sponsor.)

- A. The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams and managers/coaches prior to the start of the game.
- B. Each umpire shall have the power to make decisions on violations committed anytime during playing time or during suspension of play until the game is over.
- C. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his respective duties.
- D. An umpire may consult with his partner at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpire.
- E. The plate and base umpires shall have equal authority to:
 1. Call a runner out for leaving a base too soon.
 2. Call "time" for suspension of play.
 3. Remove a player, manager, coach, or other team member from the game for violation of the rules.

Managers may not alter any rules by common agreement.

10.2 • THE PLATE UMPIRE

- A. Shall take a position behind or to the side of the catcher and have full responsibility for the proper conduct of the game.
- B. Shall call all balls and strikes.
- C. Shall be in agreement and in cooperation with the base umpire(s) call on plays, fair or foul balls, legally or illegally caught balls. On plays that require

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the base umpire to leave the infield, the plate umpire shall assume the duties that the base umpire is normally required to cover.

- D. Shall determine and declare whether a batter chops or bunts a ball, whether a batted ball touches the person or clothing of the batter, and also whether a fly ball is an infield fly.
- E. Shall keep the official game time and determine when the game has officially ended due to time, inclement weather, or the Mercy Rule.
- F. Shall determine when a game is forfeited.

10.3 • THE BASE UMPIRE

- A. Shall take a position on the playing field as outlined in the "Umpire's Manual."
- B. Shall assist the plate umpire in every way to enforce the rules of the game.

10.4 • UMPIRE'S JUDGMENT

There shall be no appeal of any decision of any umpire on the grounds that he was not correct in his decision that a batted ball was fair or foul, a base runner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he is convinced it is in violation of a rule. If the manager, captain, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his associate, nor shall any umpire criticize or interfere with the duties of his associate, unless asked to do so.

10.5 • SUSPENSION OF PLAY

- A. An umpire may suspend play when, in his judgment, conditions justify such action.
- B. Play shall be suspended when the plate umpire leaves his position to brush the plate or to perform other duties not directly related with the calling of a play.

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- C. The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.
- D. The umpire shall not call "time" after the pitcher has started his pitching motion, or while play is in progress. "Time" shall not be called until all action, in progress by either team, has been completed.
- E. When in the umpire's judgment all immediate play is apparently completed, and the ball is in the possession of a defensive player in the infield area, time is called by the umpire.

10.6 • VIOLATIONS AND PENALTIES

- A. Players, managers, coaches or other team members shall not engage in verbal harassment, taunting, making disparaging or insulting remarks to or about any opposing players, officials, or spectators; or commit other acts considered to be unsportsmanlike conduct.
- B. There shall be no more than two coaches for each team to give words of assistance and direction to the members of the team while at bat. One coach shall be stationed near first base and the other near third base. Each coach must remain in the coach's box.
- C. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first violation the manager or coach may be warned. For second offense the player is removed from the game. The offender must immediately leave the playing field area for the remainder of the game, or leave the grounds. Failure to do so will warrant a forfeiture of the game.
- D. Any player or coach who leaves his position on the field, including the dugout, to argue balls and strikes, or to argue whether a batter stepped on or over home plate, will be ejected. Only the three players involved with the pitch (pitcher, catcher, and batter) will be allowed to question balls and strikes.

10.7 • UMPIRE UNIFORMS

Umpires shall wear SCC Softball Club provided gold shirts.

PLAYING RULES

SECTION 11

11 - "LIGHTNING / INCLEMENT WEATHER" - National Weather Service Guidelines

11.1 BACKGROUND - Lightning strikes are common in the Tampa Bay area. The closer the storm approaches, the higher the risk to human life

11.2 RECOGNITION AND RESPONSE REQUIRED - When lightning is seen OR thunder is heard, all play is suspended and all players and spectators should seek shelter immediately.

11.3 SHELTER - In the event of lightning and thunder, seek shelter immediately. Dugouts, golf carts, trees, and spectator awnings are not considered appropriate shelters. Inside the field restroom building with doors closed, inside the SCC Community Hall, inside the SCC Softball Club pavilion with doors and windows closed, or inside a car or truck with all the windows rolled up are the closest shelters near the SCC softball field.

11.4 DURATION OF SUSPENSION OF PLAY - The suspension shall last a minimum of 30 minutes. If there is another flash of lightning or thunder is heard within that 30 minute delay, the 30 minute rule starts all over again.

SECTION 12

12 - PLAYER ACCIDENT/ INJURY EMERGENCY PROTOCOL - This protocol is intended to provide common sense guidelines that are broad enough to allow for onsite command decisions necessary to fit the nature of an incident involving player accident / injury. This protocol is not intended to limit the taking of any emergency measure(s) necessary to address such incidents. Player safety and health is paramount. 911 calls shall be made for all serious issues as defined in section 12.B. Paramedic 1411 calls to the Sun City Center Emergency Squad may be made for non-serious injuries, only. In the event of a serious incident, the umpires are to take charge of the scene immediately. Assess the situation as quickly as possible and make subsequent decisions are based on the premise that the injured person's safety and health are the primary objectives. If there is any reason to believe that the player or players may be susceptible to cardiac arrest/failure bring (or direct someone to retrieve) the AED located at the Clubhouse and have at the site of the incident for possible use.

SCC SOFTBALL CLUB PLAYER DRAFT PROCEDURES AND GUIDELINES

SCC Softball Club DRAFTING PROCEDURES/GUIDELINES
SCC Softball Policy #20141114
Manager and Player Responsibilities (revised 11/2014)

GENERAL

1. Any current dues paying SCC Softball Club member, excepting first Season rookies, is eligible to manage a team during the Fall, Winter and Spring Seasons.
2. The Draft Board recruits the Managers. The Board of Directors may nominate and select a non-volunteer, or deselect a volunteer, to manage a team.
3. Non-playing, dues paying members may manage a team. Teams may be co-managed.
4. Normally, Managers are volunteers and members are expected to volunteer.
5. In the event that manager volunteers are not sufficient for the number of teams available, the Board of Directors will nominate one or more of the Directors to select the team during the draft. The selecting Directors remain eligible to be drafted on any team. The “selected team” will then choose amongst themselves its manager.
6. Team Managers are members who generally, though not required, have a good understanding of all draft-eligible players’ current capabilities and the skill to field them optimally.
7. Managers are the backbone of the Club. They draft the teams, lead them competitively and have the authority to place their players as see fit. They may review and recommend rule changes to the Rules Committee. They are the “go between” team players and the Board.
8. Team management experience may add to player qualifications to hold an elected office.

DRAFT BOARD

9. The Draft Board is appointed by the Board of Directors. There are four members appointed. Its term is Winter, Spring and through the Fall Season Drafts.
10. This Board recruits managers, determines the number of players, sets the number of teams, sets the cutoff date and selects the time/place for the Draft.
11. The Draft Board assigns the Managers’ picking order and places them for self-choosing in the appropriate round before the Draft meeting date. It chairs a Managers’ general meeting before the Draft meeting.
12. The Draft goal is to place eleven (11) players on each team. Occasionally, because of the number of players available, this number can vary from 11 to 13. Some teams may have more than others. Normally a team will have no more than 12 initial-roster players or less than 11. However, Managers may agree to a 13 roster teams to optimize the number of teams. Competing teams with a miss-matching number (e.g., 11 vs 12 or 12 vs 13) are considered equivalent teams and no equalizing pickup players are allowed.
13. The Committee maintains a standby/substitute lists and assigns a drafting order number to the listed player. It’s compiled immediately after the draft. Managers are encouraged to first select replacements for an absent player from this list before selecting an active/drafted player. Managers will consult one another before the game to agree on and identify substituted players.
14. The Draft Board may find it necessary to adjust the completed Draft after the fact. Any adjustment to the Draft order must be coordinated with the Board of Directors and the other Managers.

MANAGER RESPONSIBILITIES

15. Managers are the liaison between the Board and the players. They direct their teams in accordance with current rules and place their players as they think appropriate.
16. Managers only may challenge an Umpire call. He/she is the sole spokesperson for the team.
17. Managers needing substitutes may not exceed the drafted-team-roster total. Replacement players may not have a lower draft number than the player replaced. (For example, if the substituted-roster player was drafted at number 60, than the replacement must have a draft number 61 or higher.)
18. Some players may formally request (via written input to the Draft Committee) to be restricted to certain playing positions due to a physical limitation. Managers must consider this when fielding their players. (see#30)
19. For player absences, Managers may require players to select and notify their own substitute. In this case, Managers may want to preselect eligible substitutes and pass the choices on to the missing player to contact.
20. Managers are encouraged to select an assistant Manager from the team roster to train future managers and to delegate some responsibilities.
21. In the event of a cancelled game, the Managers may, at his/her discretion, develop a calling-tree roster to share notifying the team. Using an assistant or selecting other players to assist expedites the process and relieves the manager of this time sensitive task.
22. At the end of the Season, Managers will poll their team to determine players available to play in the next Season and will advise the Draft Board.
23. Managers will receive a distinctive item (e.g. "MANAGER: FALL 2013") at the end of the year identifying him/her as a manager-volunteer. They may earn only one per year.

PLAYER RESPONSIBILITIES

24. New members not previously drafted must participate in the Monday Batting Practice on at least two occasions before the Draft for Managers scouting purposes.
25. Players are polled before each draft and it is their responsibility to advise their current Manager, or the Draft Board, of availability and/or injuries affecting play.
26. Normally, players who will miss more than one half of the Season's games would not stand for the draft. However, if the players wish to be drafted, they should know that the Managers will draft accordingly and may appear higher in the draft than expected. Likewise, players with limiting injuries can expect a higher drafting position. In other words, the Managers draft according to availability in addition to capabilities.
27. Players drafted to a team must advise their manager of known absences during the season and are expected to keep their Managers informed about injuries that affect play.
28. Players may be required by their Manager to help select and contact his/her substitute. (see#17)
29. Managers may, at their discretion, remove a player from that manager's active roster for attitudes or actions detrimental to that team or to the league as a whole. Examples of these attitudes or actions may include repetitive questioning of a manager's actions, strategies, decisions or directed foul language towards teammates, opponents, spectators, umpires, repeated tardiness or failure to attend games without notifying manager, etc. The board will be the final arbiter as to the appropriate penalty for a violation of the above rule.
30. Players are expected to play/bat in the positions where their managers see as best benefiting the team, however, managers must consider players formal written request to be limited to certain positions due to a physical condition. (see #18)

It is a prerequisite to play that all SCC Softball League participants present themselves as “able-bodied”, both physically and mentally, and that they are capable of running short distances, fielding, throwing and batting a softball. Players must understand that playing softball is inherently dangerous and can result in serious bodily injury. As such, the Board strongly encourages and highly recommends the use of safety equipment; such as head/face/eye/teeth guards, chest/body protection and shin/foot guards. Should any player choose not to use safety equipment, they do so at their own risk. All participants must agree that they will Hold Harmless and Waive Liability (by signing the “Sun City Center Softball Club Waiver and Release of Liability Form”) to the other Club members and officers in the event of any harm to themselves. It is understood that participants are solely responsible for procuring their own insurance.

