

## **RULES OF THE FIELD 2016**

1. No alcoholic beverages or smoking.
2. No profanity or foul language. Ejection is immediate from the game. Evaluation by coaches to determine if ejection from the league is necessary. We are here to glorify Christ.
3. Metal spikes are not permitted.
4. Minimum of 7 players permitted. If 7 players are present, opposing team will provide catcher, however, this catcher will make no plays. If a team has 9+ players, they should provide their own catcher.
5. Players must be a minimum of 15 years of age.
6. Each team supplies their own scorebook and will exchange rosters before game.
7. Home team will provide a new softball for the game.
8. Home team has field for warm-ups until 6:30 pm, visitors have the field from 6:30 pm until game start prayer is called. Coaches are to allow each team warm-up time, but if the majority of your team arrives at game start time, please don't expect to delay the game because of tardy players. This is not batting practice, its warm-ups. A batter should only be taking a half dozen swings during warm-ups so they are not having to take their first swings during the game. Batting practice is for another time, not before game time.
9. There will be an opening and closing prayer offered by participating teams.
10. Games will start at the times listed on the schedule. 15 minute forfeiture. The game will be 7 innings if light conditions permit. If overcast skies create early darkness, then at the discretion of the coaches, the game will be called for darkness.
11. Each team will supply one umpire per game. Coaches cannot be umpires unless agreed upon by both teams. There will be no bantering with the umps and their calls. If there are calls that are in question, they should be addressed by the coaches.
12. Disputes over rule interpretations on the field shall be settled by coaches, assistant coaches and the umpire involved ONLY. (Safety over technicality given the circumstances of each questionably play) Home plate umpire will have final call.
13. Five complete innings of play will be considered an official game.
14. Rain games determined by consensus of the coaches.
15. Make-up games should be rescheduled at the convenience of the two teams. All make-up games MUST be played by the last scheduled game of the season.
16. All base paths shall be 60' in length.
17. Pitching distance will be 45'. Foot must be in the vicinity of the rubber and cannot be less than 45' from home plate.
18. There will continue to be unlimited foul balls.
19. Catchers must let ball hit the ground or mat before catching it.
20. Pitches will be illegal if they are less than 6' or more than 12' in height from the ground. Coaches, please have your pitcher honor this rule and have the umpires enforce this rule.
21. No barreling into fielder, runner will be called OUT. This does not include normal scuffle for bag or mishaps of play that create collision. Runners to stay in base line and fielders are not to block the base or baseline with their body. If there is a play at the bag, the runner has the option of sliding or giving themselves up to the out. But again, the fielder is not to block the base; base must be exposed to the runner. Judgment call by the umpires. Coaches note this rule to your players.
22. Leaving base early before ball is hit or strikes the mat will be addressed with a warning to the team; and the second time it will be called OUT.

23. No phantom catches to fake a runner into a slide. 2<sup>nd</sup> offense will cause team one out when batting.
24. Throwing bat will receive one team warning, second time the player will be called OUT.
25. If batter throws the bat out of anger, she will be subject to ejection from the game.
26. If ball is thrown out of bounds, runners advance to the next base beyond the force out or tag.
27. If ball hits fair and rolls into weeds, runner cannot advance more than second base; if the ball goes into the weeds in the air – Home run.
28. Play stops when the ongoing play on the field has come to a stop; at which time the umpire determining that play has ceased to have further action, should automatically call time. Time can be called by a player once play action has ceased.
29. Courtesy runner – A courtesy runner may be used for either a batter or base runner. The preference would be that the batter makes the run to first base, but if they are physically unable, the courtesy runner must start with their hand on the backstop, until the ball is hit. In either situation, the courtesy runner should be the last batted out; or last person in the line-up if no out has yet been made.
30. Fair, foul balls and dead balls. It is the position of the BALL which determines whether it is fair or foul, call determined by home plate umpire. Regarding a foul ball being out of play, our league will call it based on the position of the fielder; meaning, if a ball in flight is caught by a player who is still in bounds, it will be called an out. When a player catches a ball in the designated playing area, and then proceeds out of play, each base runner may automatically advance one base.
31. Infield Fly Rule - The purpose of the Infield Fly Rule is to prevent infielders from intentionally dropping a pop-up to get a double play. It can come into play when there are runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base; with less than two outs. If a pop-up is hit in the area of the infield and the umpire determines that a fielder can make the catch with ordinary effort, then he/she can apply the rule. After the ball is hit in the air, you should hear the umpire yell, "Infield fly, batter is out." If you don't hear the umpire yell that, then assume the rule doesn't apply. The rule is written to give the umpire the ability to determine whether to apply the rule or not. If the rule is applied, the other runners can try to advance at their own risk as they would on any other fly ball. If the ball is caught, the runners must tag up before advancing. If the ball is not caught, there is no need to tag up. The difference for the runner is that since the batter is out, there is no longer a force play and the runner doesn't need to advance, even if the ball is not caught.
32. MERCY RULE – Once a team reaches a 10 run lead, their batting is over for that inning, REGARDLESS of outs. In subsequent innings, the team with the lead will then be allowed to add an additional 10 runs MAXIMUM, per inning, to their score; unless their lead is lost. Once their lead is lost, they will be allowed to score until a 10 run lead is regained. Beginning with the 5th inning, a 15 run mercy rule will apply, and if the run differential cannot be reduce to less than 15, the game will be over. The same rule will apply in the 6th inning as well.
33. Winning team coach is responsible to notify Amber Hollis of the outcome of their game that evening or the next day. Email [hollis1976@hotmail.com](mailto:hollis1976@hotmail.com) or leave message at 810-623-5749.