

**ELKHORN PARK & RECREATION
2010 MEN'S & CO-ED SOFTBALL
LEAGUE RULES
REVISED 03/10/08**

2010 ASA Official Rules will govern except as noted herein:

1. Notes

- a. Double first base will be used. MANAGERS: review rules relating to use and share with your players.
- b. Teams can use either the standard 10-person lineup or may bat 11 with an EP (extra player) or they can bat all players.
- c. Rosters must be turned in to the Park & Recreation Office (200 Devendorf Street) by 4:00 pm on the date of your first scheduled game.
- d. ROSTER DEADLINE FOR CHANGES/ADDITIONS: By 4:00 pm on the date of your scheduled **third** game. After that time, no changes will be allowed.
- e. Participants must assume full responsibility for injuries incurred while taking part in the activity. No accident insurance is provided through the City of Elkhorn.

2. League Information

- a. Season begins the week of May 3, 2010. There is space for 8 teams in each of the 4 leagues (Men's A,B,C and Co-Ed). All games will take place at Harris Field.
- b. **League Entry Fee: \$325.**
- c. Game nights will be: Monday – Men's B; Tuesday – Men's C; Wednesday – Co-Ed, Thursday – Men's A.
- d. Game times will be 6:30, 7:30, 8:30 and 9:30. (Subject to Change)
- e. Registration: Entry Fee Deadline for Last Years Team: March 19, 2010. Entry fee of \$325 must be paid by this date to secure your spot in the league.
- f. **Each team manager is responsible for getting the fees and rosters in on time.**

3. Player/Team Eligibility and Registration

- a. A player must have status of high school senior on or before the first game of the season or older to be eligible to play in any softball league conducted by the Elkhorn Parks & Recreation Department.
- b. Players suspended for any reasons will not be eligible for play and may be subject for review prior to any reinstatement. Use of any suspended/non-roster/illegal players will result in the team forfeiting all games the player has played in.
- c. **ROSTER DEADLINE FOR CHANGES/ADDITIONS: Before your third game.**
- d. Participants must assume full responsibility for injuries incurred while taking part in the activity. NO activity insurance is provided through the City of Elkhorn.
- e. No phone or mail-in registrations will be accepted. Team roster forms and fees will not be collected at the softball fields. All transactions must take place in person at the Park & Recreation Office.

4. Equipment & Fields

- a. Official balls will be ASA approved 12" balls with a Cor. of .44.
- b. No steel spikes allowed. Only plastic, rubber or soft sole shoes are permitted.

- c. Shoes and shirt MUST be worn during the game.
- d. Any jewelry deemed dangerous by the umpire will not be allowed.
- e. Players must properly pad any brace used on body parts.
- f. Bases are 65' in length. The pitching rubber is 50' from the back edge of home plate.
- g. BATS – only bats approved by ASA will be allowed in league play. To check which bats are legal go to www.softball.org. Titanium bats are not allowed in league play. The Elkhorn Parks & Recreation Department reserves the right to ban any bat it deems unsafe.
 - i. If a player is caught using an illegal bat, the player will be ejected from the game.
 - ii. If a player is caught using an illegal bat a second time, they will be ejected from the league for the season. To ensure players are not using illegal bats during the last few games of the season, the players ejection will be for one year from the date of ejection.

5. Weather

- a. In case of rain/lightning, an official game consists of 4 ½ or 5 complete innings of play (depending upon lead/home team). If rained out before 5 innings, the game will not count in the standings.
- b. Cancelled games will be made up if possible, (depending on field availability, availability of umpires, and number of cancelled games during the season), but not guaranteed.
- c. Weather cancellations: when in doubt, report to the field. The officials will make decisions in most cases at game time. Contact the cancellation line at 741-5137. If we can make decision to cancel games prior to 3:30 pm, we will place an announcement on our local radio stations (WSDL 104.5 FM & WLKG 96.1 FM). After 4:00 pm, all cancellations will become umpire's decisions.
- d. If the 6:30 game has been cancelled, all other games of the night will be cancelled.

6. Game Time

- a. Teams should arrive at least 10 minutes prior to their scheduled time.
- b. Each team must have a minimum of 8 players to start a game. Anything less will be an automatic forfeit.
- c. For a game that started with the legal number of players: if someone gets hurt or leaves the game due to an emergency, the game may not continue with less than 8 players.
 - 1. A player cannot continue because of an injury or emergency circumstances and/or a substitute is not available to take his/her batting position, that position in the batting order will have to take an out and the next scheduled batter will be due up to bat. That player will be unable to re-enter the game.
- d. Teams starting with 8 or 9 players may add players arriving late to games into the line-up in the last position of the batting order until the team has gone through the batting order one complete time. After this time, additional players may not be added. (EP may not be used in this case).
- e. Teams may use a maximum of 10 players in the field.
- f. Games are scheduled of 7 innings of play.
- g. Teams will be required to "hustle" on and off the field between innings.

7. General Playing Rules

- a. Umpire decisions are final.
- b. Home and away teams will be listed on the official schedule.
- c. All games shall be 7 innings. However, any team ahead by 10 runs at the end of 5 innings (4 ½ if the home team is ahead) shall be the winner. All games will have a 60 minute time limit.
- d. There is no grace period. Teams must be ready to play at game time. Teams with less than 8 players at game time will forfeit. Exception: If the visitor has less than eight at the start of the game, they can bat until the eighth player arrives or three outs are made. If the eighth batter does not arrive or three outs have been made, then it is considered a forfeit.
- e. You can advance on a caught foul fly ball with the risk of being put out.
- f. No bunting, chopping or stealing.
- g. The ball must be hit or contact made before the runner can leave the base. If a runner leaves early, it is an automatic out.

8. Batting Orders/Starting Lineups

- a. Managers must declare which type of line-up they will be playing with prior to the start of the game.
 - i. STANDARD, Use of 10 players in batting order. NO EP.
 1. Teams starting with 8 or 9 players may add players arriving late to games into the line-up in the last position of the batting order until the team has gone through the batting order one complete time. (EP may not be used in this case).
 2. Once a team has batted through the order, an 11th batter may not be added.
 - ii. An EXTRA PLAYER referred to as an "EP" is used where:
 1. All eleven (11) players must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
 2. The "EP" may be substituted for at any time and re-entered once, provided players occupy the same batting positions whenever in the line-up.
 3. If the EP cannot continue because of injury or emergency circumstances and/or a substitute is not available to take his/her batting position (see substitution W-4), that position in the batting order will have to take an out and the next scheduled batter due up to bat. That player will be ineligible to re-enter the game.
 4. **PLEASE NOTE: The designated hitter is a baseball term used to designate a substitute for a starting player (usually the pitcher) that only bats. THIS IS NOT AN AVAILABLE OPTION.
 - iii. ROSTER BATTING – All players can be included in the batting order.

9. Obstruction

- a. GENERAL DEFINITION: A fielder, who is not: (1) in possession of the ball, (2) in the act of fielding a batted ball, or (3) about to receive a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases.
- b. Above rule, also applies to the CATCHER.
- c. When obstruction occurs (in judgment of the umpire), the umpire will signal DELAYED DEAD BALL and let play come to a "live" natural conclusion. At the conclusion of play, the umpire will assess the play and judge if the base runner or runners have safely reached the bases THEY NORMALLY SHOULD HAVE REACHED. If the umpire feels they have, the obstruction will be

waived. If not... the umpire will signal DEAD BALL, and award the appropriate base advancement.

1. EXAMPLE: Batter hits a deep fly ball over center fielder's head, between 1st and 2nd base the batter-runner is "blocked" by the second baseman (without the ball) and progress is slowed. As a result the batter-runner only reaches third safely. The umpire judges the batter would have scored and awards home.
- d. The base runner or runners ARE NOT ENTITLED to DELIBERATELY RUN INTO/CRASH INTO THE FIELDER. In such cases, the guilty base runner would be subject to CONDUCT POLICY.
- e. Please refer to current ASA rulebook for details concerning OBSTRUCTION.

10. Interference

- a. GENERAL DEFINITION: Is defined as the act of an OFFENSIVE player or TEAM MEMBER, which impedes, hinders or confuses a defensive player attempting to execute a play. Defensive players must be given the opportunity to field the ball ANYWHERE on the playing field.
- b. TYPES OF INTERFERENCES (most common): base running, batter, in-deck batters, coaches, or spectators.
- c. When interference occurs (as outlined above), the ball is dead, someone must be called out and all base runners return to the last base touched at the time of the interference.
- d. All interference calls are in judgment of the umpire.
- e. The coaches, batter's and on-deck batters box AREAS (even if not marked) are not "sanctuary" areas. Players/coaches MUST make room for plays to be made.
- f. Please refer to current ASA rulebook for details concerning INTERFERENCE.

11. Appeal Play

- a. GENERAL DEFINITION: Is a play that the umpire cannot make a decision on until requested by manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field (third out situations only). The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench area.
- b. Three Most Common Appeals: missing a base, leaving a base on a caught fly ball before the ball is touched, batting out of order.
- c. In all games, an appeal can be made during a "live" ball by touching the base missed or left to soon on a fly ball, or by tagging the runner committing the violation, if he/she is still on the playing field. The umpire should then make a decision on the play (safe or out).
- d. Runners may advance during a "live" ball appeal.
- e. In all games, a "dead ball" appeal can be made once time out has been granted. Any infielder, with or without the ball, can make a verbal appeal on a runner missing a base or leaving a base to soon on a fly ball. The umpire should then make a decision on the play (safe or out).
- f. Runners may not advance during a dead ball appeal.
- g. BATTING OUT OF ORDER
 1. May be appealed by the defensive team while the batter is at the plate.
 2. The offensive team may correct a wrong batter at the plate with no penalty.
 3. Once a batter has completed his/her turn at bat and before the next pitch, appeal may be made by the defensive team only. PENALTY: Proper batter will be declared out.

- f. Please refer to current ASA rulebook concerning details on APPEALS.

12. Tag On a Hit Ball

- a. Base runners may legally advance on a “tag-up” fly ball or pop-up situation once the fielder has made contact with the batted ball (does not have to be caught). Runners that leave early are subject to an appeal play.
- b. Runners may tag/advance on a caught hit ball. Foul ball dropped; ball is dead and strike to the batter.

13. Infield Fly

- a. GENERAL DEFINITION: Is a fly ball (not including a line drive) which can be caught with ordinary effort by an infielder when FIRST & SECOND or FIRST, SECOND & THIRD bases are occupied, BEFORE TWO OUTS. Any outfielder that positions him/herself in the infield on the play shall be considered an infielder.
- b. When it seems apparent that a batted ball will be an infield fly, the umpire shall IMMEDIATELY declare “INFIELD FLY – THE BATTER IS OUT” (if near the foul lines... THE BATTER IS OUT IF FAIR).
- c. The ball is “live” and runners may advance at their own risk.

14. Chopping/Bunting

- a. No bunting or chopping a pitched ball.
- b. Batter called for bunting or chopping the ball will be declared out and any base runners must return back to their original base.
- c. DEFINITIONS: a bunt is a tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield. A chopped ball hit occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

15. Courtesy Runner

- a. A courtesy runner may be utilized only for an injured base runner whose injury incurred during the current game.
- b. Once a courtesy runner is used for a player, that player may not run for himself for the rest of the game.
- c. The courtesy runner must be the person who made the last out (in the current inning OR, if no put outs have been made, the last out from the last at bat/inning).
- d. The opposing team manager has the legal right of refusal to use a courtesy runner.

16. Avoiding Contact/Sliding

- a. Players must try to avoid contact or slide on a close play at any base.
- b. AT NO TIME MAY A BASE RUNNER FLAGRANTLY RUN, BLOCK, ROLL and/or CRASH into a fielder. The player will be called out, if deemed flagrant, the player will be ejected.
- c. We ENCOURAGE base runners to slide WHEN IT IS APPROPRIATE and NOT TO SLIDE when it isn't! (the majority of softball injuries are related to sliding).
- d. Persons may not make ANY attempt to jar a fielded ball or break-up a play AT ANY BASE. Base runners must slide directly to the base they are advancing to OR avoid any contact beyond incidental by running “around” (and remain within the required baselines) a fielder attempting to make a put-out.
- e. “ROLL SLIDES” ARE NOT ALLOWED AT ANY BASE OR HOME PLATE. In addition, a base runner may not jump, hurdle or leap to avoid an attempted put-out at any base or home plate. PENALTY: Concerning Roll-Slides, the runner will be called out, if deemed flagrant, player will

be ejected. Concerning JUMPING/LEAPING/HURDLING to avoid a put-out, the runner will be called out. All calls are in judgment of the umpire.

- f. FIELDERS (in particular, CATCHERS): Remember that you must not obstruct any base runner. This means... stay clear from the base runner UNLESS YOU ARE: in possession of the ball attempting to make a put-out or in position, and have a reasonable chance to receive a thrown ball.
- g. BASE RUNNERS: Managers should instruct on-deck batters to assist runners coming home on "stand-up or slide" situations. Many of the problems experienced at the plate stem from the lack of team communication.

17. Award of Bases

- a. Most Common Awards (bases given to runners):
 - 1. Obstruction – Umpires judgment of how many bases the runner(s) would have advanced.
 - 2. Fielder comes in contact with ball through detached equipment (catches ball with cap, throws glove at ball, etc.). AWARDS: IF batted ball = 3 bases. IF thrown ball = 2 bases.
 - 3. When ball is OVERTHROWN into OUT-OF-PLAY area = 2 BASES. The award is governed by the POSITION of the runners when the ball left any fielder's hand. EXCEPTION: When fielder loses possession of a ball (such as an attempted tag) and the ball rolls into deadball area, RUNNERS would be awarded ONE BASE from the last base touched at the time the ball entered out-of-play.
 - 4. OVER THE FENCE – Home Run
 - 5. A fair ball that rolls over, under, or through a fence – the ball is dead and all base runners are awarded 2 BASES from the time of the pitch.
 - 6. Any fair ball touched by defensive player which goes over the fence in fair territory, should be declared a FOUR BASE award and shall not be included in the total of over-the-fence home runs.

18. Substitution

- a. A player who starts a game may leave the game and re-enter in the same position he/she occupied in the batting order.
- b. A player who does not start a game (sub) may enter the game and leave the game and re-enter...as long as the re-entry is in the same position of the batting order (treated the same as a starting player).
- c. If a player (starter or sub) leaves a game TWICE, he/she will not be allowed to re-enter again.

19. Double First Base

- a. When using the double first base at first, the following rules will be enforced:
 - 1. A batted ball hitting any part of the white portion is declared fair, a batted ball hitting 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. On extra base hits or balls hit to the outfield when there is no play being made at the double first base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion. NOTE: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base.

3. On any force out attempt from the foul base, the defense and batter-runner can use either the white or colored portion. NOTE: This includes overthrows.
4. When tagging up on a fly ball, the white portion must be used.

20. Home Run Limit

- a. Home run limits for leagues
 1. A Division – 5
 2. B Division – 4
 3. C Division – 4
 4. Co-Ed – 1
- b. Once both teams have reached their limit of homeruns, each team will be entitled to an additional homerun every time both teams reach the maximum. Example: Team A has 4 homeruns and Team B has 1 home run. Team A will not be able to hit another homerun until Team B has reached their maximum of 4. Once the maximum has been reached, each team is allowed one additional homerun (for a total of 5). When each has reached 5, they will be granted an additional homerun. (The Plus One Homerun Rule)
- c. Every home run in excess of the above mentioned will be ruled an out.

21. Pitching/Balls & Strikes

- a. Limited pitching arc is 12' maximum and 6' minimum. Pitched balls judged not to meet the minimum or exceeding the maximum arc limit will immediately be declared an "ILLEGAL PITCH" (umpire will say "illegal" loud enough for everyone to hear) by the umpire. The batter still has the right to swing at the pitch with the risk of being put/called out.
- b. Home plate, including the black border and the mat, will constitute the strike zone. (3 balls, 2 strikes)
- c. Three (3) BALLS & two (2) STRIKES count limit will be utilized.
 1. 3 balls = batter is awarded 1st base.
 2. Strikes – 2 called strikes or 1 swinging or 1 foul ball = OUT
 3. A rubber mat (strike mat), placed 24" behind the plate (from point of apex), will be utilized to designate strikes.
- d. A legal pitched ball, which strikes/hits any part of the PLATE and/or MAT, will be called a strike.
- e. If a catcher touches a pitched ball, prior to it striking the ground, a ball will automatically be called.
- f. Illegal pitches will be called a ball to the batter UNLESS the batter attempts to hit (put in play) the ball.
- g. ILLEGAL PITCH
 1. Most common ILLEGAL PITCH judgment:
 - a. Pitched ball that does not meet LEGAL ARC requirements.
 - b. Pitched ball not delivered in an UNDERHAND motion.
 - c. Pitched delivered with excessive speed.
 2. An illegal pitch will be declared immediately (upon detection) by the umpire.
 3. An illegal pitch call ONLY protects the batter from a CALLED strike. An illegal pitch will be called a ball UNLESS the batter attempts (legally swings) to hit the CALLED ILLEGAL PITCH. In this instance, play is live and the illegal pitch waived (example: illegal pitch called, batter "pops-up" to the shortstop who makes the put-out...BATTER IS OUT).

4. REMEMBER: An illegal pitch call, IS A JUDGMENT DECISION OF THE UMPIRE. NO PROTESTS OR APPEALS WILL BE ALLOWED.
- h. PITCHER/RUBBER/BASES (Pitcher Plate)
 1. ASA BOOK RULES – The pitcher shall take a position with BOTH feet firmly on the ground and with ONE or BOTH feet in contact with the pitchers plate. The pivot foot must remain with the pitchers plate throughout the delivery. PENALTY: ILLEGAL PITCH
 2. Please refer to current ASA rulebook concerning details on PITCHING REGULATIONS (SLOW PITCH)

22. Forfeit

- a. Teams not meeting the required number of players to start a game at the time the umpire announces game time, WILL FORFEIT THE SCHEDULED CONTEST. If BOTH teams lack the required number of players, a DOUBLE forfeit will be declared. Forfeits will be posted as defeats in league standings.
- b. UMPIRES WILL NOT work any practice/forfeited games. Players present may practice up to 15 minutes prior to the next scheduled game. EVEN IF BOTH MANAGERS AGREE to “mix or match” available players in order to play a legal game... THE GAME WILL STAND AS A FORFEIT OR DOUBLE FORFEIT and the UMPIRES will not work any practice game. AS WITH ANY PLAY, participants also practice at THEIR OWN RISK.

23. Conduct/Fighting

- a. Any player who physically attacks or attempts to strike a game official WILL BE BARRED from any further play in any Elkhorn Park & Recreation sponsored events for 3 to 5 years from the time/date of the incident. Police will also be notified.
- b. FLAGRANT CRASHING INTO A FIELDER (catcher or any fielder) will be automatically ejected from the game in progress and the next scheduled game at a minimum. Officials may increase this penalty based on severity.
- c. A team, player, or players, which persist to make a game a “FARCE/JOKE” through deliberate actions, deemed inappropriate for adult play (game delays, pranks, lack of hustle, etc.) may be subject to a 1-3 game suspension from play. The penalty period will be established by the official and Park & Recreation Director. Game officials reserve the right to make decisions deemed necessary to maintain the integrity of the program and report such incidents to the Director.
- d. Team sponsors will be notified about conduct deemed inappropriate for adult recreational play and in some cases will be asked to write a letter of reinstatement for individuals/teams that show habitual problems.
- e. **No fake tags will be allowed.** Anyone who attempts a fake tag will be ejected from the game.

24. Language

- a. Use proper public language; there are many children at the games.
- b. Umpires have discretion to immediately eject participants for DEROGATORY REMARKS, PROFANITY, OBSCENE GESTURES, THREATS, OR PHYSICAL FORCE directed toward any game official, other players or spectator. Profanity whether directed at an opponent, a game official or department official, or merely at one’s self WILL NOT BE TOLERATED and could mean immediate ejection and probable suspension.
- c. FOUL LANGUAGE/SWEARING directed toward an umpire will not be tolerated; the person/persons/teams involved WILL BE IMMEDIATELY EJECTED from the game and asked to leave the park. If ejected parties do not leave the park, the game will be stopped and officially ruled a forfeit. IF BOTH TEAMS create problems...the contest may be declared a double forfeit.
- d. Person/persons/teams ejected from the game will be automatically suspended from play in the next scheduled league game.

- e. UMPIRES must report ejected parties to the Park & Recreation Department.
- f. Umpires decisions are FINAL, NO APPEALS/PROTESTS ALLOWED.
- g. CASUAL PROFANITY
 - 1. Casual profanity pertains to expletives not directed at umpires or opposing players, but uttered by a player, manager or coach frustrated with himself or herself, a teammate or fan.
 - 2. If the offending team is at bat and profanity is used, the player is out unless the result of the play is an out, in which case the next batter will be declared out.
 - 3. If the offending team is in the field, the first player(s) to bat in their half of the inning will be declared out. It is possible for a team to come to bat with one or more outs already recorded or lose their at bats all together.
 - 4. Outs will be treated as delayed dead ball situations.

25. Alcoholic Beverages

- a. Alcohol Consumption - No beer or alcoholic beverages permitted in the park or dugout area. There will be NO drinking alcoholic beverages by a player during his/her game. This is a City Ordinance.
- b. Intoxicated players will not be allowed to participate in any game. This is entirely the umpire's discretion and any vocal abuse following this decision will qualify as a suspension.
- c. No smoking on the playing field at any time.

26. Standings

- a. Standings will be determined by league WIN-LOSS record (least number of losses, if unequal number of games between teams).
- b. 2 Teams Tied: Criteria – a) team with a forfeit will be placed below other teams, b) head to head record, c) head to head, runs scored against tied teams, d) head to head allowed runs against tied teams, e) runs scored in all games, f) runs allowed in all games.
- c. 3 or More Teams Tied: Criteria: a) team with a forfeit will be placed below other teams, b) head to head record, c) head to head, runs scored, d) head to head allowed runs against tied teams, e) runs scored in all games, f) runs allowed in all games.
- d. Plaques will be given out for 1st and 2nd place in the divisions.
- e. A plaque will be given out for 1st place only in the City Championship.
- f. The top four teams in each division will qualify for each division City Championship.
- g. Teams will be seeded for the City Championship. Teams with the higher seed number will be the home team.

27. Umpires

- a. This section will only serve as a general reminder to game officials of their basic requirements, duties and responsibilities.
- b. Umpires should arrive at the site at least 15 minutes prior to game time. At this time, check bases, pitching rubber, and the general playing area checked for any “problems” (glass, rocks, broken fencing, etc.)
- c. UMPIRES HAVE FINAL JURISDICTION OVER THE FOLLOWING SITUATIONS:
 - 1. Cancellation of games at the site, extent of warm-up, regulation game ball/bats.
 - 2. Removal/ejection of players/teams (due to conduct, language, drinking, etc.).

3. ALL JUDGMENT CALLS (balls/strikes, safe/out, etc.).
 4. Official game-time, line-ups, and official score.
 5. Any other decisions which MUST be resolved at the site.
- d. Umpires must complete accident reports when warranted. Reports must be completed in detail and returned to the Park & Recreation Department.
 - e. Umpires not properly dressed for games will not be paid.
 - e. Umpires must report any ejections during games.
 - f. Bloodborne Pathogens – Due to the prevalence of HIV and Hepatitis B, umpires will have authority to remove participants from the game due to bleeding and/or open wounds or excessive blood on uniforms. They will determine when and if they may return depending on the bleeding stopping, blood clean up, and the wound properly covered or uniformed changed. Officials are not responsible for treatment of injuries.

28. Co-Ed Rules

- a. A team will consist of ten (10) players. Each team must field and bat an equal number of women and men – five (5) and five (5). Teams may play and/or bat more women than men, but no more men than women.
- b. If eight (8) players are present, 4 men and 4 women, the game will begin at the scheduled time. No grace period will be provided. Late arrivals may be placed at the (9) and/or ten (10) spots in the batting order.
- c. Walks – any walk to a male batter will result in a two base award. The next batter (female) must bat. Exception – with two outs, the female batter has the option of walking or batting. (Either way, the male who is walked is awarded two bases). Runners are advanced only if forced to advance.
- d. Batting – Teams may bat the entire roster, however, they must alternate between male and female batters and then play 10 in the field. However, once a team has selected this option and all batters have gone through the line up once, if for any reason 1 batter is removed from the line-up without a substitute, an out will be assessed at the vacated position in the line-up. Once the team has gone through the line-up once, the option to bat the entire roster and play 10 is eliminated.
- e. Men will have to use a 28” bat.
- f. If the batter is found to be using an illegal bat and has not yet hit the ball, the bat will be removed from the game without penalty. However, if the batter uses an illegal bat and is caught, the batter is ejected from the game and all base runners must return back to their original base(s). IF the same person is caught using an illegal bat a second time, they will be ejected from the league for one year from the date of the infraction.
- g. There will be unlimited substitution for fielding positions. The batting order must remain the same.
- h. Teams may use each others 28” bats.