

Official Penn Hill Senior Softball League - Rules 2025

For a complete set of general softball rules, see the official USA rules on which these rules are based. Reference numbers have been added for convenience of finding the corresponding rule in the SSUSA 2019-2020 version [**Bracketed reference is USA 2022 version**] and the PHSSB 2019 prior full version of rules if different in (parentheses). **Bold text is language that differs between USA rule and PennHills Rule**

SECTION 1 DEFINITIONS

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.

When a properly positioned infielder at first base, second base, rover, shortstop, third base, catcher, or pitcher *positioned within the confines of the dirt infield* touches the ball on the infield dirt and the ball deflects onto the grass outfield, the initial infielder, or any other properly positioned infielder, may retrieve the ball and make a throw to first base *or to second base then first for a double play*. If successful, the batter/runner is out. There shall be no circumstance where an outfielder can retrieve a *ground ball in the dirt or grass that ends in a forced double play at first base*. *An infielder playing in the grass cannot initiate a play that ends in a forced double play at first base. Once an untouched ground ball enters the outfield grass the batter runner cannot be called out at first base.* Once a base runner touches first base and turns to second base, the outfielder may throw the ball to a defensive player who may execute a tag play on the runner attempting to return to first, and if successful, an out would be recorded.

1.5. BATTER'S BOX [USA 2.3C]

The PHSSL batter's box will consist only of a chalk line that is drawn 4 feet from the front edge of home plate and extends from the 3rd baseline to the 1st baseline

1.28 • FOUL BALL

A foul ball is a legally batted ball that:

E. Touches the batter or the bat in the batter's hand(s) a second time while the batter is behind the **batter's line**.

1.33 • ILLEGALLY BATTED BALL

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

- A. The entire foot is completely over the **batter's line** and on the ground.
- B. Any part of the foot is touching the strike zone mat.
- C. An illegal or altered bat is used.

1.41 • INFIELD FLY. (PH rule 1.39)

1.55. PROTESTS 5.13(2), [USA 9.1] , (PH rule 1.54)

Only managers or acting managers may notify the umpire of their intent to protest. There are two types of protests:

- A. Misinterpretation of a playing rule – must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field. If the manager or acting manager does not accept the umpire's ruling, he may protest to **the Rules Committee if the Committee is available**.
- B. Ineligible player – can be made any time during or after the game. Eligibility is the decision of the **Rules committee**.
- C. Once notified of a protest, the umpire shall notify the Rules Committee if available. After considering all elements of the protest, the Committee will render its decision which will be final. If the Rules Committee is not available, the umpire's decision is final. Regulation games will not be delayed to look up rules.

SECTION 2 • PLAYING FIELD DIMENSIONS

2.4. BASE DISTANCE (PH rule 2.1)

BASES - 65 feet apart

2.3. PITCHER'S BOX (PH rule 2.4)

The pitcher's box consists of the area from the front of the pitcher's line, 50' (15.24 m) from the strike mat, and extending back 10' (3.05 m) perpendicular to the pitcher's line shall be used. The pitcher's line shall be 24" (60.96 cm) long and 6" (15.24 cm) wide. The front of the pitching line shall be the prescribed pitching distance from the midpoint of the strike mat (50' / 15.24 m).

SECTION 3 • PLAYERS' EQUIPMENT

3.4. BATS (PH rule 3.3)

- A. The Equipment Committee must approve all bats and other equipment before use in practice or games.
- B. Shall be all metal (aluminum or steel) single-walled construction.
- C. Composite materials; No half-and-half bats (e.g., aluminum barrel and composite handle) are prohibited.

D. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by **the Equipment Committee**.

E. **Bats and other equipment not approved are prohibited from use in all PHSSL softball activities.**

F. **Managers and Umpires are responsible for inspecting all bats before use to identify any unsafe or illegal bats.**

The umpire will remove the bat from the game if one is found, and the player will be warned.

3.4(1). BATS FOR PLAYERS 75 YEARS OLD AND OLDER (PH rule 3.3(1))

Players 75 years old and older may use a composite bat *approved and labeled or* provided by PHSSL.

3.4(6,7). PENALTY FOR USING AN ILLEGAL OR ALTERED BAT [USA 7.6D] PH. 3.3(5)

A. Any attempt to use an illegal or altered bat in gameplay or practice will result in the batter being **called out for the first offense. Second offense ejected from the game or practice and required to sign an acknowledgment form that if a third offense occurs, he will be suspended for the season.**

B. The batter is out.

C. The base runners will be instructed to return to the base(s) occupied before part A penalties were applied, provided there are fewer than three outs.

3.5. OFFICIAL SOFTBALL [USA 3.3], (PH rule 3.4)

A 12-inch ball with a COR of .44 and a compression rating of no more than 525 psi shall be used.

SECTION 4 • PLAYERS

4.1 • ROSTER

The number of teams in the league shall be determined by the number of PHSS members signing up to play. Last day to sign up will be set prior to player draft.

4.1(1) - PLAYER DRAFT.

A player draft (the rules for which shall be determined by the Player Draft Committee) shall be conducted by that Committee with the league President presiding sometime prior to the start of the season. Players that are also managers shall be included in the draft.

A player must be age 55 by the start of each applicable season which generally starts in May of each year.

Players who are not 55 by the start of an applicable season are not eligible for league play.

4.1(2) - PLAYER RESERVE LIST. Deleted

4.1(3). NEW PLAYERS AFTER PLAYER DRAFT

Based on fairness and need, new players shall be temporarily assigned to teams by the New Player Committee. The temporary assignment shall be for not less than four (4) games and maybe for a different team for each game. If not then needed or the assignment would significantly upset the balance of the league, a new player's permanent assignment may be put off to a less disruptive time. August 1st is the last day a new player may be added to a team.

4.2. NUMBER OF PLAYERS ON A TEAM [USA 4.1C(3D)] pg. 41

Eleven defensive players constitute a team. However, a team may start a game with no fewer than nine players. A team must field every non-injured player in the dugout up to 11, or if a team has less than 11 non-injured players, it must field all non-injured players except for up to 2 Extra Hitters. A player may request to be used as an Extra Hitter (Offensive player only) at each game, provided the team has 11 rostered defensive players or no substitute players are used. Managers may not assign a players to be an Extra Hitter, it must be at the request of the player. Violations by managers will be a game forfeit and a game suspension for the manager, plus any additional actions that the Sportsmanship Committee deems appropriate.

4.2(1). TEAMS WITH LESS THAN ELEVEN PLAYERS - SUBSTITUTION RULE

A team with less than 11 players of its rostered players for a game may recruit substitute players to bring the team up to 11 players. A player who is scheduled for an earlier or later game may still be a sub for the period of the game that he is available. Late games will not be held up from starting while waiting for a player from the early game.

Any player not scheduled to play a game at the same time as a team with less than 11 players is scheduled to play, and is otherwise qualified in accordance with Selecting Substitute Players below, may serve as a sub for a team until the total number of players reaches 11.

NOTE: A player who is scheduled for an earlier or later game may still be a sub for the period of the game that he is available.

4.2(2). SELECTING SUBSTITUTE PLAYERS

1. The 1st sub replaces the lowest drafted player missing.

2. The 2nd sub replaces any missing player.

3. The 2nd Sub cannot be from a higher draft pick than the player they are replacing. The replacement sub of the 2nd missing player must be from 1 round below or lower than the missing player. For the purposes of applying this rule any 12th round and below drafted player may be substituted for by any 11th round pick or lower.

4. Subs must bat at the end of the line-up. They can play 1st or 2nd base, right field, or catcher. They cannot be a courtesy runner.

5. No more than two subs may play for a team at a given time.

6. When a manager will be short, they MUST inform the League President, or if not available, another member of the Rules Committee for approval of the subs. Only with approval shall the subs play. **If subs are needed on game day then either**

an approval by the President, Rules Committee Chair or agreement between the Managers and the umpire with in the guidelines of this rule.

7. When the team manager learns he will have fewer than 11 players available for a game, the manager is responsible for recruiting subs.

8. Once the game has started you are no longer allowed to recruit a substitute. You play with what you have. No substitute is allowed to play for an injured player once the game is started.

9. Only if the procedures in this rule are followed shall subs be allowed to play. If the game umpire determines that the procedures have not been followed, the game is forfeited by the team with the missing players and scored as a 7-0 loss.

10. If a team with 10 players wishes to pick up a substitute they can add the draft round number of the lowest drafted player missing with the draft round number of the highest missing player then divide the result in half. The whole number result is the round from and below to which you can pick up your substitute.

4.3. DEFENSIVE PLAYERS (4.3(3)) [USA 4.1C(3D)]. (PH rule 4.3)

Players on teams with 14 or fewer players in the lineup must play defense at least four innings in a 9 inning game 3 innings in a 7 inning game **except the Extra Hitters**. On teams with 15 or more, players must play defense at least 3 innings in a 9 inning game, 2 in a 7inning game **except the Extra Hitters**. The unplayed bottom of the 9th inning may be counted towards fulfilling the four and 3-innings defensive play requirement.

4.3(1) • NO DEFENSE OR OFFENSE ONLY PLAYERS (deleted)see 4.2

4.3(2) - NINE PLAYERS

If only nine defensive players, including subs, are present at the start or an injury or player ejection causes the team to drop to nine defensive players, the team must play with the nine.

4.4 • OFFENSIVE PLAYERS (SSUSA 4.3(3) (USA 4.1C(3D))

A. Teams have unlimited batters but cannot drop below nine.

B. If a player is ejected, an out will be recorded each time his position comes up to bat.

C. An injured player who has left the game may return offensively, even after missing a turn at bat.

4.5. LATE ARRIVING PLAYERS

A. Before the team takes the field in the 6th inning, late-arriving players shall be added to the end of the lineup immediately upon arrival. If the late arrival increases the number of players to more than 11, including subs, the last recruited sub shall no longer play, and the late player is inserted in the lineup, replacing the sub. If the sub had just batted before the late player's arrival, the late player must wait to bat until the slot comes up again.

B. A player is considered late if he is not in the dugout or playing field by the game's first pitch.

C. A player arriving after the 6th inning will bat at the end of the lineup and may play defense but is not guaranteed the required 3 or 4 innings of playing time.

4.6. LESS THAN NINE PLAYERS AT THE START OF GAME

If less than eight offensive or defensive players are present at the start of a game or if an injury or player ejection causes the team to drop below **nine** players offensively or defensively, the game is forfeited and scored as a loss of 7-0.

4.7. PLAYERS LEAVING THE GAME EARLY

A player who leaves before his game is completed for reasons other than being ejected is treated the same as an injured player for all purposes under PHSSL rules. Players that know they may have to leave early must notify the umpire and the other team's manager before the start of the game.

SECTION 5 • THE GAME

5.2. HOME TEAM (PH rule 5.1)

The home team will be decided by the schedule. In post-season games, the team with the best win/loss record will be the home team. The home team shall bat last in the inning.

5.3. FITNESS OF THE GROUNDS (PH rule 5.2)

The Penn Hills Municipal staff shall decide the fitness of the grounds for a game.

5.4. REGULATION GAME [USA 5.3] (PH rule 5.3)

A. A regulation game shall consist of nine innings.

B. A game tied at the end of nine innings shall be continued **in accordance with rule 5.4(2)** until there is a winner.

C. A game halted on one field due to rain shall have the effect of halting play on the other field.

D. Games that are not considered regulation shall not be made up.

E. Called games that are regulation tie games shall be scored as a tie.

F. A regulation game shall consist of seven innings when only one field is available. The early game scheduled to be played shall be the first game on the available field. The game scheduled to follow the early game shall be the second game, and the remaining game shall be the third game to be played. Batters start with a 1-1 ball/strike count in all games.

G.Deleted Jan 9,2025

5.4(2) • INTERNATIONAL TIE-BREAKER RULE [5.11A].

5.4(3). Championship Games (POSTSEASON GAMES PH 5.4)

Postseason games shall be the same as regulation games, INCLUDING SUBS, consisting of nine innings. They shall be played on separate days – no doubleheaders – with rainouts rescheduled for the following game day.

5.5(1). FIVE-RUN LIMIT PER INNING [USA 5.9C] (PH rule 5.5)

Teams are limited to five runs per inning except for;

A. When a team trails by 11 or more runs, it may score as many runs until they are five runs behind.

B. In the game's final inning, each team may score unlimited runs.

5.5(2) · FLIP-FLOP RULE. [5.9]

5.5(3) · MERCY RULE. [5.9] (Deleted because of our catch-up rule)

5.10(3). DELIBERATELY DELAYING THE GAME

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 once to get his players to hustle on and off. If they continue to delay, the umpire may call for a batter and call strikes when the offending team is delaying offensively. In cases where the offending team is delaying defensively, **the umpire may start calling balls.**

5.13. OFFICIAL SCORES (PH rule 5.12)

Each manager is responsible for reporting the score of their games to the designated Score Keeper. The Score Keeper will inform the webmaster of the scores and they will record them on the secure web score sheet. The managers are responsible for checking to see that the scores are correct. They have until the next scheduled, and played, games begin to question the scores. If there is a disagreement managers will present to the Official Scorekeeper the game scoresheet and will determine if an adjustment is necessary. Standings on the website will also be the Official record.

SECTION 6 · PITCHING REGULATIONS

6.9(1) PITCHERS SCREEN

The pitching screen is optional and provided for the safety of the pitcher and is not intended to be used as an extra player or defensive aid. The pitcher is responsible for properly positioning the screen. The screen is to remain upright at all times.

A. A screen no more than 4' wide x 6 1/2' tall will directly face home plate 1' to 3' in front of the 10' x 2' pitching box. The screen must be positioned to the left of a right-handed pitcher and to the right of a left-handed pitcher with the edge post in line within the pitchers box to maximize the pitcher's safety.

B. Any pitch delivered with the screen not in a legal position will be declared "no pitch." If a pitcher refuses to place the screen in the correct position, the umpire will notify the player's manager and remove the pitcher from the pitching position.

C. The pitcher can NOT pitch over the screen and MUST retreat, fully, behind it, upon delivering the ball, stepping behind the screen after every pitch. A pitcher can only field a hard driven ball up the middle from behind the screen. (umpire's judgment) Penalty will be a dead ball single for the batter and all runners will advance one base regardless if forced or not. A Pitcher however will be allowed to field a slow rolling grounder with no penalty.(umpire's judgment)

D. Any batted ball striking any portion of the screen, observed by the umpire will be declared a dead ball foul unless it is the third strike, in which case the batter will be given one courtesy dead ball foul strike. The next time it hits the screen during that at bat the batter is out.

E. All thrown balls are in play. If a defensive player hits the screen with a thrown ball, the ball will remain live and runners may continue to advance (the pitching screen is part of the field), Exception: If the ball gets entangled in or under the screen, it is a dead ball and runners advance 1 base from the time of contact. (Apr 13, 2023)

6.13 · NO PITCH (LEAVING THE BASE RUNNERS ARE OUT(PH 8.8(7))

C. Except to retrieve an errant throw from the catcher to the pitcher or be replaced by a courtesy runner, a runner can only leave a base when the ball is hit (fair or foul); otherwise, the runner is out.

6.14. ILLEGAL PITCH

An illegal pitch is below 6 feet and above 12 feet, measured from the ground. The umpire shall call an illegal pitch as soon as he determines the infraction occurs.

6.17. PROTECTIVE MASK

The league shall make available to pitchers either a protective mask **or protective pitching screen** approved by the Equipment Committee. PHSSL and the Equipment Committee make NO warranty as to the protective qualities of the masks and do not make any specific claims as to their performance and will not accept any liability for personal injury. The available face mask **and pitching screen** is designed to prevent injuries to the player's face and or torso, but not all injuries can be prevented. Players can still suffer a serious injury while wearing any type of face protection. Use of a protective mask, either one made available by the league or a player's own mask, shall be worn by all pitchers in a PHSSL activity **if not using the pitching screen** unless a liability waiver is on file with the league signed by that pitcher. A list of players who have signed the waiver shall be available to the umpire, or another person in charge of the activity, who shall ensure that if the pitcher is not wearing a mask **or using the pitching screen**, he has signed a liability waiver. A pitcher not in compliance with this rule shall be deemed an ineligible player. By electing not to wear a face mask **or use the pitching screen**, players waive any and all claims, individually, and by his or their heirs, and hold harmless the PHSSL, its officers,

and sponsors from and against any and all loss liability, charges, and expenses (including attorney's fees) and causes of action of whatever character that may arise for an injury that may have been reasonably prevented by a face mask during participation in PHSSL activities.

6.17(3). PLAYER RESPONSIBILITY FOR PROCURING INSURANCE

Players are presumed to be fully aware that **PHSSL**, SSWC and SSUSA does not carry, or provide, any medical insurance for any participants and that all players are solely responsible for procuring their own insurance.

6.17(4). ASSUMPTION OF INHERENT RISK

Players recognize that they assume all risk involved arising from participation in any **PHSSL** activity as a player electing not to wear safety equipment, and knowingly undertake the inherent risks of the sport; and

6.17(5). SOFTBALL SKILLS

Players are presumed to be familiar with the skills required to participate as a player in the **PHSSL** (including batting, fielding, running, and throwing) and have satisfied themselves that they are proficient in these skills.

6.18. INTENTIONALLY HITTING UP THE MIDDLE AT THE PITCHER (PH rule 6.16)

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 as determined by the umpire.

SECTION 7 • BATTING

7.1(1). BATTER ELIGIBILITY (PH rule 7.2)

A. A team **must** bat every player in the dugout and on the team roster except those sitting out due to injury. All batters must be on the lineup listed on the game card. The number of batters listed cannot be reduced without recording an out when the vacant position comes to bat, except in the case of an injury. If the vacancy results from a player who has been ejected, an out will be recorded every time that position comes to bat. If the vacancy results from an injured player, no out shall be recorded.

B. A player who has announced before the game that he must leave by a specific time shall be treated the same as an injured player.

7.7. 75+ BATTERS (PH rule 7.7)

The pitcher shall not deliver a pitch to any **75**-year-old or older batter until all outfielders are positioned at least 15 feet onto the outfield grass. An outfielder positioned less than **15** feet onto the outfield grass when a ball is hit by an **75**, or older batter cannot put out or throw out the batter, nor make a force play on other base runners on any ball hit within the 15-foot zone or in the infield. Once the outfielder touches such a batted ball positioned less than **15** feet onto the outfield grass when the ball is hit, the ball is dead, the **75** or older batter is awarded first base, and forced runners are awarded one base without liability to be put out.

SECTION 8 • ON BASE SITUATIONS

8.2. INTENTIONAL WALKS (PH rule 8.4)

A. A player who has walked once, intentionally or otherwise, may refuse to be walked a second time. If the player who has refused to be walked is pitched six balls, the pitcher must be replaced for the remainder of the inning. The batter must announce a refusal to be walked upon stepping up to the strike mat.

B. When a pitcher is replaced after pitching six balls to a no-walk batter, the batter continues as a no-walk batter with a count of no balls and whatever the strike count was under the former pitcher.

8.4(10)E. BALLS HIT INTO WEEDS OR TREES (PH rule 8.8(2,3))

A fair ball hit - rolling or bouncing - into the trees or weeds at the far end of the outfield **touched or untouched is a ground-rule double for safety reason on both fields.** (Nov 16, 2023)

It is a home run if the ball reaches the trees or weeds without hitting the ground. The player hitting a home run **MUST TOUCH ALL THE BASES** for the run to count. Otherwise, it is an out.

8.5. COURTESY RUNNERS RULE (PH rule 8.9)

Any player on the roster and present may be a courtesy runner if listed on the official lineup **except a recruited substitute player.**

8.5(5). COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner must report to, and be acknowledged by, the umpire before play resumes. A courtesy runner may enter the game prior to the first pitch to any batter **unless the runner he is replacing refuses to be replaced.** (Feb 13, 25)

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, 8.7(4). SLIDING OPTIONAL - AVOIDING COLLISIONS (PH rule 8.10)

8.8. PLAYS AT HOME [USA 2.3G] (PH rule 8.12)

A minimum six (6) foot (1.83 m) commitment line shall be marked across and perpendicular to the foul line and placed thirty 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 mat. The ball remains live.

8.9(1) • NON-FORCE SITUATION

A base runner may be retired at the strike mat in a non-force situation. The defensive player must have possession of the

ball while touching **any** portion of the strike mat after the runner has passed the commitment line, but does not yet have a foot down on or past the scoring line.

SECTION 9 • MISCELLANEOUS

9.11. OUT OF PLAY

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.

9.3. THE BALL REMAINS LIVE

The ball remains live until the umpire calls "time," which should be done when a player in the infield area holds the ball, and in the umpire's judgment, all play has ceased. THE UMPIRE MUST make this call to conclude the current play.

SECTION 10 – UMPIRES [10]

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.

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 on any manner; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion. An umpire may consult with the Rules Committee if available as to game rules.

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.

10.2 • THE PLATE UMPIRE

A. Shall take a position behind 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 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, or whether a batted ball touches the person or clothing of the batter,

E. Shall render decisions on the bases when required by the instruction in the umpire's manual.

F. Shall determine when a game is forfeited.

10.3 • THE BASE UMPIRE (optional)

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 of 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 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.

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, he should call "time."

10.6 • VIOLATIONS AND PENALTIES

A. Players, managers, coaches or other team members shall not make disparaging or insulting remarks to or about any opposing players, officials, or spectators; or commit other acts that could be considered unsportsmanlike conduct such as, but not limited to: continuing an argument over an umpire's call after the call has been finalized; making a comment that can unfairly affect the outcome of the game ("throw it home", "infield fly rule", "foul ball", etc.); using an illegal bat; flagrant interference or obstruction; or if, after warning, intentionally violating for a second time any rule of the game. . **Profanity will not be permitted; players will be warned once and ejected if profanity continues. (Feb 13, 2025)**

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.

Revisions

(Since implementation in Mar 2023)

(Apr 13, 2023)

SECTION 6 • PITCHING REGULATIONS

6.9(1) PITCHERS SCREEN

The pitching screen is optional and provided for the safety of the pitcher and is not intended to be used as an extra player or defensive aid. The pitcher is responsible for properly positioning the screen. The screen is to remain upright at all times.

A. A screen no more than 4' wide x 6 1/2' tall will directly face home plate 1' to 3' in front of the 10' x 2' pitching box. The screen must be positioned to the left of a right-handed pitcher and to the right of a left-handed pitcher with the edge post in line within the pitchers box to maximize the pitcher's safety.

B. Any pitch delivered with the screen not in a legal position will be declared "no pitch." If a pitcher refuses to place the screen in the correct position, the umpire will notify the player's manager and remove the pitcher from the pitching position.

C. The pitcher can NOT pitch over the screen and MUST retreat, fully, behind it, upon delivering the ball, stepping behind the screen after every pitch. A pitcher can only field a hard driven ball up the middle from behind the screen. (umpire's judgment) Penalty will be a dead ball single for the batter and all runners will advance one base regardless if forced or not. A Pitcher however will be allowed to field a slow rolling grounder with no penalty.(umpire's judgment)

D. Any batted ball striking any portion of the screen, observed by the umpire will be declared a dead ball foul unless it is the third strike, in which case the batter will be given one courtesy dead ball foul strike. The next time it hits the screen during that at bat the batter is out.

E. All thrown balls are in play. If a defensive player hits the screen with a thrown ball, the ball will remain live and runners may continue to advance (the pitching screen is part of the field), Exception: If the ball gets entangled in or under the screen, it is a dead ball and runners advance 1 base from the time of contact.

(Apr 13, 2023)

8.9(1) • NON-FORCE SITUATION

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

(Nov 16, 2023)

8.4(10)E. BALLS HIT INTO WEEDS OR TREES (PH rule 8.8(2,3)

A fair ball hit - rolling or bouncing - into the trees or weeds at the far end of the outfield **touched or untouched is a ground-rule double for safety reason on both fields.** It is a home run if the ball reaches the trees or weeds without

hitting the ground. The player hitting a home run MUST TOUCH ALL THE BASES for the run to count. Otherwise, it is an out.

(Nov 16, 2023)

5.4. REGULATION GAME [USA 5.3] (PH rule 5.3)

G. The 9:00am game on Field 2 to a 2 innings per team batting cycle. Each offensive team will bat twice clearing the bases after either 3 outs or 5 runs are scored, with the exception of a catch-up inning, for a period of 8 total innings or 4 batting cycles. The 9th inning and every inning after that if necessary will be a single open inning. If the away team is ahead after the home team bats in the bottom of the 8th inning by more than 10 runs the flip flop rule 5.5(2) still applies.

(Jan 11, 2024)

SECTION 4 - PLAYERS

4.2(2). SELECTING SUBSTITUTE PLAYERS

1. The 1st sub replaces the lowest **drafted player** missing.
2. The 2nd sub replaces **any** missing player.
3. **The 2nd Sub cannot be from a higher draft pick than the player they are replacing. The replacement sub of the 2nd missing player must be from 1 round below or lower than the missing player. For the purposes of applying this rule any 12th round and below drafted player may be substituted for by any 11th round pick or lower.**
4. Subs must bat at the end of the line-up. They can play 1st or 2nd base, right field, or catcher. They cannot be a courtesy runner.
5. No more than **two** subs may play for a team at a given time.
6. When a manager will be short, they MUST inform the League President, or if not available, another member of the Rules Committee for approval of the subs. Only with approval shall the subs play. **If subs are needed on game day then either an approval by the President, Rules Committee Chair or agreement between the Managers and the umpire with in the guidelines of this rule.**
7. When the team manager learns he will have fewer than 11 players available for a game, the manager is responsible for recruiting subs.
8. **Once the game has started you are no longer allowed to recruit a substitute. You play with what you have. No substitute is allowed to play for an injured player once the game is started.**
9. Only if the procedures in this rule are followed shall subs be allowed to play. If the game umpire determines that the procedures have not been followed, the game is forfeited by the team with the missing players and scored as a 7-0 loss.

(Jan 9, 2025) deleted

5.4. REGULATION GAME [USA 5.3] (PH rule 5.3)

G. The 9:00am game on Field 2 to a 2 innings per team batting cycle. Each offensive team will bat twice clearing the bases after either 3 outs or 5 runs are scored, with the exception of a catch-up inning, for a period of 8 total innings or 4 batting cycles. The 9th inning and every inning after that if necessary will be a single open inning. If the away team is ahead after the home team bats in the bottom of the 8th inning by more than 10 runs the flip flop rule 5.5(2) still applies.

(Feb 13, 2025)

10.6 • VIOLATIONS AND PENALTIES

A. Players, managers, coaches or other team members shall not make disparaging or insulting remarks to or about any opposing players, officials, or spectators; or commit other acts that could be considered unsportsmanlike conduct such as, but not limited to: continuing an argument over an umpire's call after the call has been finalized; making a comment that can unfairly affect the outcome of the game ("throw it home", "infield fly rule", "foul ball", etc.); using an illegal bat; flagrant interference or obstruction; or if, after warning, intentionally violating for a second time any rule of the game. **Profanity will not be permitted; players will be warned once and ejected if profanity continues.**

(Feb 13, 2025)

8.5(5). COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner must report to, and be acknowledged by, the umpire before play resumes. A courtesy runner may enter the game ~~only~~ or if the player announced the need for one prior to the first pitch to any batter **unless the runner he is replacing refuses to be replaced.**

(Mar 13, 2025)

4.2(2). SELECTING SUBSTITUTE PLAYERS

10. If a team with 10 players wishes to pick up a substitute they can add the draft round number of the lowest drafted player missing with the draft round number of the highest missing player then divide the result in half. The whole number result is the round from and below to which you can pick up your substitute. Etc 13 round pick and 2 round pick equals $13+2=15/2=7\ 1/2$. You can pick anyone available from round 7-14.

(Jun 13, 2025). By Rules Committee to eliminate conflict with part 3 of rule to be later voted on by members

4.2(2). SELECTING SUBSTITUTE PLAYERS

10. If a team with 10 players wishes to pick up a substitute they can add the draft round number of the lowest drafted player missing with the draft round number of the highest missing player then divide the result in half. The whole number result is the round from and below to which you can pick up your substitute. Etc 13-round-pick and 2 round-pick equals $13+2=15/2=7\ 1/2$. You can pick anyone available from round 7-14.

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