

## Trilogy Community Softball League Rules February, 2020

- 1) Maximum of 4 runs scored per inning per team allowed, except for the last inning played, which shall be unlimited.
- 2) Only ASA approved bats and bats identified as 1.20 are allowed. "Hot" bats (1.21) are allowed only for:
  - a) "C" and C+ level players, 70 years of age and older.
  - b) Female players, regardless of age or rating level.
- 3) **Defensive Playing Time:** It is the intent of the Trilogy Community Softball League to have all players play an equal amount.
  - a) A team's pitcher may pitch the entire game without sitting out.
  - b) In the event a team fields more than 11 players for a game, no player shall sit out a second inning until each other non-pitcher has sat out one inning. An exception will be allowed in situations where there is a special player safety concern.
  - c) Borrowed players must be included in the players sitting defensively for an inning unless the borrowed player is pitching.
- 4) **Borrowing Players From Another Team (Substitutes):** It is expected that managers will need to supplement their game rosters from time to time due to injury, illnesses, traveling, etc.
  - a) Borrowed players must be of an equal or lower rating category (A, B, or C) than the player being replaced.
  - b) Each team's game roster, including borrowed players, must be within the skill-level quotas (A, B, or C) established at the season's player draft.
  - c) If a manager expects **fewer than 12** of his own roster to play a game, the manager may add enough borrowed players to bring the roster to 12 to cover for potential injuries or no shows.
  - d) If a manager expects **12 or more** of his own roster to play a game, a borrowed player shall only be added if the missing player is rated as an "A" or the team is in need of a pitcher.
  - e) In seasons where an odd number of teams are being fielded, a manager should strive to contact players on the Bye team first to fill openings. If Bye team players don't show interest or time constraint issues are present, the manager should then contact all other available players, including any players that are classified as "sub-only" (not present on any team's regular roster). If no Bye team exists in any given season, the manager is free to contact all available players at any point.
  - f) Managers should limit borrowed players to playing just two (2) games per day (the player's own game and one game borrowed, or two games borrowed if the player's team has a bye).
  - g) Managers are limited to using the same borrowed player no more than twice in a season.
  - h) If an unexpected emergency arises for a particular game, causing a potential violation of the rules in this section, the manager will consult with the opposing manager to obtain an agreeable solution.

- i) If a unique circumstance arises that will affect multiple games (e.g. extended player absence or the demands of a difficult position to fill), the manager should consult the Board regarding a solution.
  - j) A team must have **at least 9** players in the field to start an official game. Managers may decide to play with fewer than the stated requirement, but the team below the minimum will be dealt a forfeit. If both teams are below the minimum it will not be an official game.
  - k) Violations of the spirit of this section may lead to a forfeit. Only the league Commissioner in conjunction with a Board member can execute the forfeit; it can be initiated by the opposing Manager as well.
- 5) **Courtesy Runners:** Player safety is the primary concern. Courtesy runners allowed from home plate or on the bases in accordance with the following:
- a) It is solely up to the batter/base runner whether to utilize a courtesy runner. The manager shall not initiate the request.
  - b) Prior to the start of the game, each manager/designee shall notify the other manager/designee and the umpires of any player requiring a pinch runner from either home or the bases. No other players shall utilize a pinch runner during the game unless an injury occurs which prohibits the player from running. Under no circumstances shall a pinch runner be used for purely tactical purposes. It is in the sole discretion of the umpires to allow a pinch runner for any player not identified prior to the start of the game.
  - c) A player can pinch run only once per inning. The same pinch runner may run again for the same player in an open inning.
  - d) There cannot be a courtesy runner for a courtesy runner, with the only exception being injury. When an injury occurs, the player may leave/reenter without penalty to his team. Once a courtesy runner touches a given base he is officially in the game, if he violates the above scenario he is out.
  - e) If a player is pinch running when they are due to bat an automatic out occurs at home plate, with the pinch runner remaining on base.
  - f) A “track star” list will be developed each season. A track star may run from home plate, but must start at the first corner of the backstop (approximately 3 feet behind the regular pinch runner starting line).
- 6) **Play from the Field:** The spirit of this rule is to encourage members to run for themselves from home plate.
- a) Outfielders must stay behind the 150 foot cones/markers until the ball is hit.
  - b) Runners to first base cannot be thrown out by an outfielder.
  - c) A fielder playing 1B, 2B, SS, 3B, or Rover may throw out a runner at first base if the ball first hits the infield dirt.
- 7) **Interference:** Interference by a runner with the fielder at any base, on an attempt to execute a double-play, will result in an out at the preceding and or first base, umpire’s call.
- 8) **Mercy Rule:** 12 run lead after 5 innings or 10 run lead after 6 innings.

- 9) **Flip-flop Rule:** With a 7 run lead going into the open/unlimited inning, the flip flop rule shall automatically be initiated, with Home team batting first.
- 10) **Timely Play:** Managers and players of both teams must make every effort to use time wisely to move the game along. Umpires should keep the play moving avoiding time wasted between innings and during the game, including warm-ups. Infield practice is allowed during the first inning only. If this proves to be a problem, we will consider altered strike/ball counts and other options to speed up play. The time clock will be set to reflect 55:00 min. to determine the start of the last inning.
- 11) **Tie Game:** If the score is tied after the last inning, the game will end as a tie game. NOTE: we will utilize a point system to determine the Fall and Spring season weekly standings and determine our eventual Champion: Two points for a win, One point for a tie, No points for a loss.
- 12) **Umpires/Scorekeepers:** Managers will assign umpires and score keepers as indicated in the schedule.
- 13) **Intentional Walks:** One intentional walk, per player, per game, will be allowed. If in the opinion of the umpire the same player is intentionally walked more than once during the game, the batter shall advance to second base, and any other base runners shall advance accordingly.
- 14) **Pitch Height:** A 12' line, mark, etc. will be placed on the backstop at Victory Field to help the home plate umpire and pitcher determine the maximum height of a pitched ball in compliance of illegal pitch call enforcing the 6'/12' rule.
- 15) **Appeal Process:** On an umpire call or non-call during the game, and before the next pitch is made, an appeal can be initiated by a team manager (not by a player), preferably to the umpire who made the call. Said umpire, at his discretion, may ask assistance and consult with the other umpire to confirm or adjust the call.
- 16) **Infield Fly Rule:** With less than two out, and the bases occupied by runners at first and second (or bases loaded), on a fair ball that is reasonably catchable and will fall in the infield, either umpire will call "Infield Fly Rule if fair, the batter is out". A runner who advances will do so at his own risk, and the ball is in play. If a ball that is initially ruled as an Infield Fly ultimately lands or rolls foul before being touched, the Infield Fly call does not apply. If the umpire does NOT call the rule, upon appeal (see above) it still can be called and executed before the next pitch is made (batter is out, and runners can return to their bases if the ball was caught).
- 17) An [Official Senior Softball Rule Book](#), or copy of same, will be located at the scorer's table at all Community League games for the use of umpires and managers only. A copy of above Rules will be issued to all managers and Board members and placed at the scorer's table as well.