

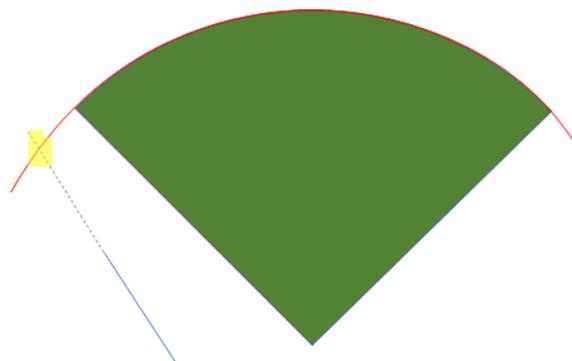
Trilogy Community Softball League

- 1) **Runs Maximum:** A maximum of 4 runs scored per inning per team is allowed, except for the last inning played, which shall be unlimited.
- 2) **Starting Count:** Batters will start with a 1 ball-1 strike count. There will be a "waste foul" available to a batter after there are two strikes in the count.
- 3) **Bats:** Only ASA approved bats and bats identified as 1.20 are allowed. "Hot" bats (1.21) are allowed only for:
 - a) All players 70 years of age and older, except for those rated as "A" level.
 - b) Female players, regardless of age or rating level.
- 4) **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.
- 5) **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+, B, C+/C) than the player being replaced.
 - b) Each team's game roster, including borrowed players, must be within the rating-level quotas (A, B+, B, C+/C) established at the season's player draft.
 - c) 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.
 - d) 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.
 - e) 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.
 - f) 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.

- g) Managers should attempt to 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). However, if there is a player shortage due to scheduling factors, a player may play (3) games in one day.
 - h) Managers are limited to using the same borrowed player no more than three times in a season, including the end of season tournament.
 - i) 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.
 - j) 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.
 - 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.
- 6) **Courtesy Runners:** Player safety is the primary concern. Courtesy runners allowed from home plate or on the bases in accordance with the following:
- a) 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.
 - b) A batter/runner who wishes to utilize a courtesy runner shall make the request to an umpire, who will call time and announce the request. (The manager shall not initiate the request.)
 - c) A courtesy runner must report to, and be acknowledged by, the umpire before play resumes. A courtesy runner is in the game when they touch the base. If a courtesy runner is determined illegal, they will be called out and no other courtesy runner is allowed.
 - d) When using a courtesy runner from home plate, if the batter runs more than 20 feet down the first base line they (and their courtesy runner) shall be called out. The play is ruled dead at that point, and all runners return to their original bases.
 - e) A player may pinch run only once per inning. The same pinch runner may run again only for the same player in an open inning. A player found pinch-running more than once in a non-open inning shall be called out and removed from the base. 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. It will be up to the manager of the opposing team to keep track of the other team's courtesy runners.
 - f) There cannot be a courtesy runner for a courtesy runner, with the only exception being injury. When an injury occurs, the player may leave/re-enter without penalty to his team.
 - g) A courtesy runner on base when they are due to bat shall be removed from the base, called out, and will take their turn at bat. Another courtesy runner cannot be substituted at the base vacated. A courtesy runner retired for the third out will be the first batter of the team's next half-inning at bat.

- h) When a courtesy runner from home plate is used, the runner should advance normally on a batted ball. If the hit is a single, the runner remains on first base. However, if the runner ends up with extra bases (double, triple, or home run), the runner must go back one base.
- 7) **Play from the Field:** The standard lineup for TCL games includes 11 players in the field. When this standard lineup is utilized, there must be a maximum of 5 infielders in front of the outfield cones (third baseman, shortstop, rover, second baseman, and first baseman). This means there will be at least 4 outfielders behind the cones, though additional infielders can be positioned behind the cones if desired. Our league allows teams to play with 10 players if necessary, so when there are only 10 players in the lineup, at least 3 outfielders must be behind the cones.
- a) Outfielders (3 or 4 as noted above) must stay behind the 150 foot markers until the ball is hit.
 - b) Runners to first base cannot be thrown out by any player positioned behind the cones, or by an outfielder relaying the ball to an infielder.
 - c) A fielder playing 1B, 2B, SS, 3B, or Rover may throw out a runner at first base if the ball has touched the infield dirt.
- 8) **Player Injury:**
- a) When a player is injured during a game and must be removed from the game, play shall continue with the next player in the batting order without recording an out. A player from another team of equivalent or lower rating may be substituted if available at the time.
 - b) Any player in the starting lineup for a game must be able to bat and field (courtesy runners are permitted as noted in paragraph 6 above). No player may be a “designated hitter” or “designated fielder”.
- 9) **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.
- 10) **Mercy Rule:** 15 run lead after 5 or more innings.
- 11) **Flip-Flop Rule:** If the visiting team has a lead of 7 runs or more going into the open/unlimited inning, the flip flop rule shall automatically be initiated, with home team batting first.
- 12) **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.
- 13) **Tie Game:** If the score is tied after the last inning, the game will end as a tie game. In tournament play, if the score is tied after seven innings, play will continue into extra innings until the tie is broken and a winner is declared. The extra innings will be open innings. 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.
- 14) **Umpires/Scorekeepers:** Managers will assign umpires and score keepers as indicated in the schedule.

- 15) **Walks:** When a batter is walked without receiving any pitched strikes, they shall have the option to (1) take first base or (2) remain batting under a new count after having a runner awarded first base. If they are walked again during the same at-bat, they will have the same option.
- 16) **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.
- 17) **Appeal Process:** On an umpire call or non-call during the game, and before the next pitch is made, an appeal can be initiated **only** by a team manager (not by a player), 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.
- 18) **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).
- 19) **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 with first base only, or first base and any other base(s), with less than two outs, only one recorded out may be made on the play and the ball is dead. This is an umpire's judgment call.
- 20) **Rained Out Games:** Game stoppage decisions due to inclement weather conditions are to be made by any softball club officer present at the game. The officer should not be a participant in the game and should consult with the umpires before making a call, but the decision of the officer is final. If a game is stopped, it will be considered a complete game if the trailing team has completed their at-bat in the 5th inning. If the game is stopped before this, it will be a no-contest and will not be made up. If no officer is present, the umpires have the authority to call the game.
- 21) **Sliding:** Sliding into any base is not allowed. Runners may dive or slide back into a base they have overrun.
- 22) **Special Ground Rules:** On fields where sideline fences do not extend to the outfield fences (such as Paloma Park), an imaginary line is drawn from the end of the sideline fence to intersect with the outfield wall (see below) in foul territory. The following will apply:



- a) If a batted fair ball rolls across this line, whether touched or not, the ball will be deemed a ground rule double and all runners advance accordingly.
- b) If a batted ball is caught in-play and momentum carries the player across the imaginary line, play is still live.
- c) If a batted ball is caught across the line, it is a foul ball strike, not an out.
- d) If a thrown ball goes across the line, it becomes a dead ball, and all runners are awarded the base they were going to plus one more.

23) Home Run Ground Rule: A ball hit into the netting above the chain link fence in the Paloma Park outfield is a home run, whether the ball bounces back onto the field or not.

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.