

Trilogy Community Softball League Rules February 2018

1. Maximum of 4 runs scored per inning per team allowed, except for the last inning played.
2. **ASA approved bats only.** "Hot" bats (non-ASA) are **not** allowed, except for "C" level players, 70 years of age and older. Hot bats identified as 1.21 level shown on label of bat. All other 1.20 bats allowed.
3. One of the primary goals of the Trilogy Community League is to offer every member of our club an equal opportunity to play softball, regardless of his/her ability level.
 - a. An effort should be made by all managers that all regular (roster) team members at a game should play a complete game in the field, and bat whenever possible.
 - b. The focus of this rule is to avoid having roster players sit on the bench, while a substitute player plays more innings in the field. This rule will be waived in the case of a disabled player or an injury to a player. Roster players must play a minimum of 5 innings and no substitute player may play more than any regular roster player on a team. Substitutes must be from of the **same** or lower level of the missing roster player. Violations of the spirit of this rule may lead to a forfeit.
 - c. Note: only the commissioner of the league in conjunction with a board member can execute the forfeit, it can be initiated by the opposing manager as well.
 - d. Teams are not required to obtain a substitute for an absent player if a roster is full.
4. **Courtesy Runners:** Are allowed from home plate or on the bases in accordance with the following guidelines:
 - a. It is solely up to the base runner whether he wants to utilize a courtesy runner, and he not the manager must initiate the request.
 - b. The commissioner (or if both managers agree) may grant permission for a team to allow a runner from home plate for a player with a disability or injury that justifies it or at the player's request. In this situation, the courtesy runner must be of **average or lower speed**. If an injury occurs during a game that justifies this situation, and the commissioner or another board member is not present, the two managers will meet and agree on the decision. Player safety is the primary concern.
 - c. The same courtesy runner can only be used (run) one time per inning, except for the open inning in the event the supply of courtesy runners has been exhausted.
 - 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/re-enter 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.

5. **Play from the Field:** Runners to first base cannot be thrown out by an outfielder from the outfield grass. The spirit of this rule is to encourage members to run for themselves from home plate, i.e. enforcement of the 150' "no occupy zone" rule by umpires is in effect, and outfielders must stay behind the designated ground markers until the ball is hit. A fielder playing 1B, 2B, SS, 3B, or rover may throw a runner out at first base if the ball is fielded on the outfield grass in front of the 150' markers, unless the batted ball contacts the outfield grass first, in which case it shall be a hit.
6. **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.
7. **Mercy Rule:** 12 run lead after 5 innings or 10 run lead after 6 innings.
8. **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.
9. 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. 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.
10. A team must have at least 9 players in the field to start an official game. Managers may decide to play with less than the stated requirement, but the team with below the minimum will be dealt a forfeit. If both teams are below the minimum it will not be an official game.
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. Managers will assign umpires and score keepers as required by the schedule and report game results.
13. **Intentional Walks:** One 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. 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 scores table as well.

16. **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.
17. **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/batter is out". A runner that advances will do so at his own risk, and the ball is in play. If the umpire does NOT call the rule, with 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**).