

Sun City Peachtree Softball Club



2021 Local Rules for League Play

Adopted August 28, 2021

The rules contained herein supplement and supersede the rules contained in the most recent edition of the Senior **Softball-USA (SSUSA) Rule Book**.

TABLE OF CONTENTS

SECTION 1 • DEFINITIONS.....	4
1.1 • Appeal or Appeal Play	4
1.2 • Batted Ball	4
1.3 • Batter's Box	4
1.4 • Batting Order.....	4
1.5 • Commitment Line	5
1.6 • Defensive Team	5
1.7 • Ejection	5
1.8 • Fair Ball.....	5
1.9 • Fair Territory.....	6
1.10 • Fake Tag	6
1.11 • Force Out – Force Play	6
1.12 • Foul Ball.....	6
1.13 • Foul Tip	6
1.14 • Illegally Batted Ball.....	7
1.15 • Intentionally Dropped Fly Ball.....	7
1.16 • Interference.....	7
1.17 • Obstruction.....	7
1.18 • Offensive Team	7
1.19 • Overslide / Overrun	7
1.20 • Play Ball.....	7
1.21 • Protests.....	8
1.22 • Quick Pitch.....	8
1.23 • Running Lane.....	8
1.24 • Strike Zone Mat (Board).....	8
1.25 • Time / Time-Out	8
SECTION 2 • EQUIPMENT	9
2.1 • Footwear	9
2.2 • Uniforms	9
2.3 • Protective Equipment	9
2.4 • Pitching Screen.....	10
2.5 • Bats	10
SECTION 3 • PLAYING FIELD	11
3.1 • Feature	11
3.2 • Outfield Restriction Line (ORL).....	11
3.3 • Team Responsibilities	11
SECTION 4 • LEAGUE FORMATION	13
4.1 • Teams	13

Sun City Peachtree Softball Club

4.2 • Regular Season Player Selection.....	13
4.3 • All-Star Games.....	15
4.4 • All-Star Player Selection.....	15
4.5 • League Championship	16
4.6 • Player/Manager.....	16
4.7 • League Officers as Managers	16
SECTION 5 • PLAYERS AND SUBSTITUTES	17
5.1 • Game Participation – Men’s League.....	17
5.2 • Game Participation – Ladies League	17
5.3 • Substitute Players - General	17
5.4 • Substitute Players – Men’s League	18
5.5 • Substitute Players – Ladies League	18
5.6 • Substitute Player Selection Process.....	18
5.7 • Courtesy/Pinch Runner	19
SECTION 6 • GAME PLAY	21
6.1 • Regulation Games	21
6.2 • Scoring Plays.....	21
6.3 • Outfield Play – Men’s League.....	21
6.4 • Outfield Play – Ladies League	22
6.5 • Infield Play	22
6.6 • Infield Fly Rule	22
6.7 • First Base Award.....	22
6.8 • Batting Out Of Order	23
6.9 • Incomplete Games – Ladies League.....	23
6.10 • Flip-Flop Rule.....	23
6.11 • Avoiding Collisions	24
SECTION 7 • ILLUSTRATIONS.....	25

SECTION 1

DEFINITIONS

NOTE: the following definitions are copied from the latest SS-USA rule book and are NOT part of the Local SCP Softball rules but are included to clarify the terms used in these rules or to provide clarifications to common rules misconceptions.

1.1 • Appeal or Appeal Play

An appeal play is a play on which an umpire may not make a decision until requested by a manager. The appeal must be made before the next legal or illegal pitch, before an intentional walk, or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

A. Types of appeal plays:

1. Missing a base.
2. Leaving a base early on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (umpire's judgment).
5. After the third out in order to nullify a run.
6. Illegal substitute – must be made while they are in the game and before the umpires leave the playing field.

1.2 • 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.

1.3 • Batter's Box

The batter's box is the 3-foot by 7-foot area to which the batter is restricted. The lines are considered as being within the batter's box. At least some portion of both feet of the batter must be on the line or within the batter's box (Section 7 figure 2).

1.4 • Batting Order

The batting order is the official listing on the lineup card of offensive players by last name, first initial/name and uniform number. Players will be listed in the order in which they come to bat.

1.5 • Commitment Line

A minimum six (6) foot (1.83 m) commitment line shall be marked across and perpendicular to the left field 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.

1.6 • Defensive Team

The defensive team is the team in the field.

1.7 • Ejection

This is the result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate in the game and must leave the playing field and dugout. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit.

1.8 • Fair Ball

A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. Touches first, second or third base.
- E. First falls or is touched on or over fair territory beyond first, second or third base.
- F. While over fair territory passes out of the playing field beyond the outfield fence.
- G. Hits the fair/foul pole.

1.9 • Fair Territory

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards. (NOTE: Any batted ball first hitting any portion of the strike mat then settling in fair territory is a fair ball. Fair territory includes the strike mat.)

1.10 • Fake Tag

A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball. This obstruction impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.

1.11 • Force Out – Force Play

A force out is force play that results from a batter becoming a batter-runner and before the batter-runner or a preceding runner have been put out. NOTE: (a) If a batted ball is caught prior to the ball touching the ground, there cannot be a force out. (b) If the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated, and he may again be put out if the defense tags the runner or the base to which the runner is forced.

1.12 • Foul Ball

A foul ball is a legally batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or is blocked.
- D. First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.
- E. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- F. Goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove.**

1.13 • Foul Tip

A foul tip is batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher.
EFFECT: The ball is dead on all foul tips and the batter is out if it is the final strike.

1.14 • Illegally Batted Ball

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

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

1.15 • 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.

1.16 • Interference

Interference is the act of an offensive player or team member that impedes or confuses a defensive player attempting to execute a play. A base runner must avoid a fielder making a play.

1.17 • Obstruction

Obstruction is the act of:

- A. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, who impedes the progress of a runner or batter-runner who is legally running bases.

1.18 • Offensive Team

The offensive team is the team at bat.

1.19 • Overslide / Overrun

An over slide/run is the act of an offensive player when, as a runner, he overslides or overruns a base (except 1st base) he is attempting to reach. It usually occurs when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy.

1.20 • Play Ball

Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.

1.21 • Protests

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 umpires ruling, they will refer the protest to the league's protest committee.
- B. Ineligible player – can be made any time during or after the game. Eligibility is the decision of the league's protest committee.

1.22 • Quick Pitch

A pitch made by the pitcher with the obvious attempt to catch the batter unprepared. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

1.23 • Running Lane

A runner's line running lane may be marked according to the official dimensions diagram as shown in Section 7. A 30' (9.14 m) runner's line running lane shall be marked parallel to the first base foul line ending at the rear of the double base. The line will run three feet outside the foul line and will be joined to the foul line closest to home plate by a perpendicular line.

1.24 • Strike Zone Mat (Board)

A strike zone mat will be used. The rectangular mat will be 19" (48.26 cm) wide and 34½" (87.63 cm) in length. The mat shall be made of rubber or other suitable material. The mat is placed over home plate and be aligned with the front edge of home plate. DEFENSE: A defensive player making a play at Home plate will be allowed to complete the play by touching any portion of the strike mat. If, during the play, the mat is dislodged, the defensive player shall touch home plate, rather than the strike zone mat.

1.25 • Time / Time Out

Time or Time Out is the term used by the umpire to order the suspension of play.

SECTION 2

EQUIPMENT

2.1 • Footwear

- 2.1.1. Shoes with plastic or rubber cleats are allowed.
- 2.1.2. Metal cleats are prohibited. A player wearing metal cleats to a game will be asked to change shoes. If the player refuses, he will be ejected.
- 2.1.3. Sandals or any other type of open-toed shoes are prohibited.
- 2.1.4. Smooth-soled shoes are not recommended because they may slip.

2.2 • Uniforms

- 2.2.1. Per Senior Softball - USA (SSUSA) Rules:
 - 3.8. All players on a team shall properly wear uniforms that are alike in color, trim and style. (**SCP Local Rule:** The uniform will consist of the league-provided jersey and black athletic pants, black athletic shorts, black sweatpants or black skorts.)
 - 1.30. C (Male) Ball caps are optional. They must all be alike and worn properly.
 - 1.30. D (Female) Ball caps, visors other than plastic, and headbands are optional for players and, if worn, can be mixed. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck.

2.3 • Protective Equipment

- 2.3.1. Protective masks will be available to any player or umpiring crew member. The mask will be located in the pitcher's screen for the pitchers and on the bat rack for the catchers and umpires.
- 2.3.2. The use of a protective mask by pitchers, catchers and umpires is not required but they may be worn if desired.
- 2.3.3. It is recommended that all players wear a protective mouthpiece when practicing, warming up and playing.
- 2.3.4. A pitcher may wear a glove on the pitching hand as long as the glove is a neutral color (black, white, beige, brown)

Sun City Peachtree Softball Club

2.4 • Pitching Screen

2.4.1. Per SS-USA Rules and in the interest of safety, a pitching screen is **mandatory** for all pitchers.

- A. To be effective, the pitching screen should be placed such that the inside edge of the screen is no more than 9 inches from the center line running from the middle of the pitcher's rubber to the middle of home plate. It should be positioned between four and eight feet (4 ft - 8 ft) from the pitching plate toward home plate, either side is acceptable. All pitchers WILL be allowed to use the full pitching rubber when pitching. The pitcher is **STRONGLY URGED** to move behind the screen after the ball is pitched. Pitchers are also encouraged to use a mask, which is provided by the league. (See Section 7 Fig. 3).
- B. A batted ball hitting the pitching screen is a dead ball. All runner(s) return to the base occupied at time of pitch, and there is no change to the ball/strike count.
- C. A thrown ball that hits the screen is considered live and in play.

2.5 • Bats

2.5.1. All bats, whether furnished by the Association or provided by an individual, must be designated:

- 1.20 BPF (Bat Performance Factor) OR
- 1.21 BPF OR
- ASA Approved

To ensure this, bats used in the SCP Softball Club Leagues must be stamped clearly with one of the above designations. Documentation or other evidence seeking approval for use of a particular bat will not be accepted without the appropriate stamp on the bat.

2.5.2. No bat may exceed 34 inches in length nor 30 ounces in weight.

2.5.3. Current SCP Softball Club bats will be grandfathered in.

2.5.4. It is illegal to modify a bat once it leaves the manufacturer. Regardless of whether the modifications are done by retailers, distributors, third parties, or by the owner, altered bats are **ILLEGAL** for use in club-sponsored practices, scrimmage games, league play, or tournaments. Modifications such as "rolling", "shaving", "corking", additional "end-loading", etc. are a potential danger.

SECTION 3

PLAYING FIELD

3.1 • Features

The following field features will apply to all games:

- 3.1.1. Infield dimensions (bases, pitcher's mounds, etc.) will be in conformance with the dimensions shown in the **SS-USA Rule Book (See Section 7 Fig. 1)**.
 - A. **Split League Play:** The distance between bases will be extended to seventy feet (70 ft) for "A" League games. All other leagues will retain the distance of sixty-five feet (65 ft) between bases. The location of the men's pitching plate will **NOT** change.
- 3.1.2. A rectangular strike zone mat (19" wide x 34½" long) will be used in the place of the typical 5-sided home plate. A legally pitched ball striking any portion of strike zone mat will be called a strike.
- 3.1.3. Runners must use a scoring home plate that is positioned as follows:
 - A. Offset 8'-0" from point-to-point between the scoring plate and the batters home plate (under the strike zone mat).
 - B. Sixty-five feet (65 ft) from third base. **Split League Play:** For "A" League games the distance will be seventy feet (70 ft) from third base.
- 3.1.4. Commitment Line: The commitment line will be located thirty feet (30 ft) up the third base line from the scoring plate. A runner crossing the commitment line **MUST** continue to the scoring plate.

3.2 • Outfield Restriction Line (ORL) Men's League Only

- 3.2.1. An outfield restriction line (ORL) shall be marked in the outfield grass on an arc one-hundred sixty (160) feet from home plate, extending from the left field foul line to the right field foul line

3.3 • Team Responsibilities

- 3.3.1. The **HOME** team, as designated on the league schedule, is responsible for the following for each game:

Sun City Peachtree Softball Club

- A. Dragging and/or raking the infield, first and third base lines, home plate area, and pitcher's mound prior to (if needed) and after the game.
 - B. Marking, chalking and/or painting the foul lines, batter's boxes, and the commitment line prior to the game.
 - C. Placing the strike mat over home plate, and placing the three bases in their proper positions, ensuring that the bottom of the bases are in contact with the ground on all sides.
 - D. All bases, strike mat, drag mats, hoses and chalking/stripping machine(s) will be returned to the equipment room and neatly stored after each game. After a practice all involved players share the responsibility of securing all equipment.
- 3.3.2. The **VISITING** team, as designated on the league schedule, is responsible for the following for each game that occurs on a Saturday:
- A. Raising the United States flag on the flagpole.
 - B. Placing the United States Military Service Colors next to the flagpole.
 - C. Putting the first aid kit in the visitor dugout.

SECTION 4

LEAGUE FORMATION

4.1 • Teams

4.1.1. A league team will be comprised of a minimum of twelve (12) and a maximum fifteen (15) players. The Board reserves the right to adjust the number of teams and/or the number of players on each team based on the number of registered players.

A. **Split League:** With enough registered players, the Board may elect to divide the participants (male or female) into two or more leagues. Each league will function independently with its own schedule. Umpires will be assigned to all leagues. There will be no fewer than three (3) teams in any of the resulting leagues.

B. A player must have submitted his/her registration form and must have paid his/her dues by the advertised deadline to be considered for that season's league.

4.2 • Regular Season Player Selection

4.2.1. Selection of regular season team players will take place during a draft by team managers prior to the season, allowing adequate time for team practices prior to opening day. The managers will randomly draw for the draft order during the pre-draft meeting. Managers will be allowed to swap draft order during the pre-draft meeting, but only if all managers agree to the swap. Swapping will not be allowed after the pre-draft meeting. [If the available team names are not historically attached to a specific manager, the team names for the season will also be assigned by a random drawing at the pre-draft meeting.](#)

4.2.2. If there are fewer declared managers than teams at the time of the draft, a member of the Board will draft for that (those) team(s). The players on that (those) team(s) will then choose a manager for the season or select someone for each game to be the acting manager.

4.2.3. Prior to the season the ML and LL Competition Committees will rate each player and place them into groups based on the composite of those ratings.

4.2.4. The order of the draft will proceed in a "serpentine" manner; described as follows (the example assumes four teams):

Sun City Peachtree Softball Club

First Round: From lowest to highest number in the draft order (1, 2, 3, 4)

Second Round : From highest to lowest number in the draft order(4, 3, 2, 1)

Following Rounds: Alternate from lowest to highest, then highest to lowest, etc. number in the draft order.

A. If a league opts to draft lowest-level players first, a specific selection round will take place prior to the start of the regular draft. The draft order for this round will be highest to lowest (4, 3, 2, 1).

4.2.5. Split League Only:

A. The "A" League managers will each draft their rosters from the overall pool of players based on existing player skill level and/or pre-season evaluations. This process will be repeated for each league's managers for the remaining leagues.

B. The Competition Committee will evaluate and rank players for substitution purposes after the draft has taken place.

4.2.6. A list of the players and the groups into which each has been placed will be given to the managers at the pre-draft meeting.

4.2.7. Managers who are also players will be "drafted" in the round as determined by their ratings. For example, if there are four (4) teams and a player/manager is rated number eleven (11), that player/manager must "draft" himself/herself in the third round. **There are no exceptions to this rule.**

4.2.8. During the draft the managers may choose any player that is in the draft, regardless of the player's rating. Players that are spouses will be drafted separately i.e., not as a team. **NOTE:** Assistant managers and/or coaches are allowed but must be drafted like any other player. **There are no exceptions to this rule.**

4.2.9. Under **no circumstances** will trading of players be allowed once they have been selected, either during or after the draft.

4.2.10. **If a player that resigns / leaves a team voluntarily once drafted by a team (other than an injury, sickness or family matters) that player would NOT be able to return to a team until the next playing season. Final decision made by the Board.**

Sun City Peachtree Softball Club

4.3 • All-Star Games

- 4.3.1. Each season the SCP Softball Association may participate in All-Star games. Following is the method used to select players, managers, and coaches for these games.
- 4.3.2. Each All-Star Team will consist of sixteen (16) participants as follows:
 - A. Twelve (12) players from the active rosters of teams for that season.
 - B. One manager who must be a member of the Association but who may or may not have been on an active roster for that season.
 - C. Three coaches who must be members of the Association but who may or may not have been on an active roster for that season.
- 4.3.3. All-Star Managers will be assigned according to their finishing placement in the previous season. All-Star Managers may select their own coaches. All-Star Managers and Coaches may not play in the same game that they manage or coach.

4.4 • All-Star Player Selection

- 4.4.1. Once the date of the All-Star game has been determined, the league president will send an announcement to all players and ask for players to notify him/her if they are not available to play on that date.
- 4.4.2. At least **two (2)** weeks prior to the All-Star game, the president will send ballots to all members of the Association. Members will be asked to cast votes for 24 players. They will vote 2 points for 12 players that they want selected to the A team and 1 point for 12 players that they want selected to the B team.
- 4.4.3. **LADIES LEAGUE** – Members will be asked to cast votes for 24 players. Two teams will be formed. [The Ladies League Coordinator and/or Board will appoint 2 ladies league club members, not selected for the all-star teams, as managers. If a selected player is unable to play, the player with the next highest number of votes will be added to the team.](#)
 - A. A competitive/travel Ladies League team may be established outside of the defined All-Star process.
- 4.4.4. The primary basis for All-Star player selection will be the number of votes each player receives. However, to ensure that both teams are competitive, final approval of players and team assignments will be made by the Board.

Sun City Peachtree Softball Club

- 4.4.5. If a player resigns / leaves a team voluntarily (other than an injury, sickness, or family matters) once selected to an All-Star team that player would NOT be able to return to a team until the next playing season. Final decision made by the board.
- 4.4.6. For the All-Star ballot to be valid a player MUST date, print name and sign. Any ballot not signed and dated will not be valid.
- 4.4.7. Ballot results will be tallied by a minimum of two (2) or more Board members.

4.5 • League Championship

- 4.5.1. At the end of the season if two or more teams are tied with the same “won-loss” record, the tie shall first be broken by their head-to-head record. If the teams have equal records against each other, [the tie shall be broken by a single-elimination playoff to be held at a date and time determined by the board prior to the start of any scheduled end-of-season tournament. If more than two teams are tied, managers will draw for positions in the playoff.](#)
- 4.5.2. [If for any reason a season concludes with not every team playing the same number of games, the league championship shall be awarded to the team with the best winning percentage \(total games won divided by total games played\). Ties shall be broken using the above playoff method.](#)

4.6 • Player/Manager

- 4.6.1. If you are a player/manager, you must commit to playing every possible game. Removing yourself on a game-by-game basis and using a sub of a higher category will be not allowed. The last-minute or game-time substitution must come from the category of the manager.

4.7 • League Officers as Managers

- 4.7.1. No Board member may serve as a team manager.

SECTION 5

PLAYERS AND SUBSTITUTES

5.1 • Game Participation - Men's League

- 5.1.1. A player may not sit on defense for more than 3 innings per 7 inning game.
- 5.1.2. A player arriving after play has begun will be allowed to enter the game, provided he arrives before his team's fifth inning at bat. The late arriving player shall bat in their position in the lineup or bat last in the order (including after all substitutes) when he enters the game if not in the original lineup. If a manager procures a substitute for any roster player and the roster player arrives after the game starts, the substitute remains in the game and the roster player sits out.

5.2 • Game Participation - Ladies League

- 5.2.1. No Player shall sit out more than 2 innings in a 5-inning game.
- 5.2.2. If a manager procures a substitute for any roster player and the roster player arrives at the game, that player may not enter the game. Only players listed on the game day lineup provided to the scorekeeper and/or opposing manager will be eligible to play.

5.3 • Substitute Players - General

- 5.3.1. All substitutes must be on a current season active team roster of the SCP Softball Association.
- 5.3.2. There will be a separate form inserted in the official scorebook that allows the scorekeeper to record each substitute playing that day and the number of times he/she has played for the team in question during the current season.
- 5.3.3. It will be the responsibility of the managers to enforce the rule by checking this record prior to the start of each game.
- 5.3.4. The Head Umpire for that game must also review this record to avoid any issue that could result in a protest.
 - A. The ML or LL Coordinator, whichever is applicable, or if the Coordinator is not present, any member of the Board not involved in the game, will make the final ruling should a conflict arise. If no member of the Board not involved with the game is present, then a

Sun City Peachtree Softball Club

member of the Protest Committee not involved in the game will make the ruling.

5.4 • Substitute Players – Men's League

- 5.4.1. A team is permitted to choose substitutes from the appropriate categories from the other teams in the league, at the manager's discretion. A minimum of seven (7) players from that team's roster must be in the lineup to avoid a forfeit. [Substitute players may NOT be obtained until the number of roster players drops below 11 players \(10 players in A-League\).](#)
- 5.4.2. [If a manager fails to field a complete team \(11 players for B-League / 10 players for A-League\), all unused lineup spots will have an automatic out recorded during the first at bat.](#) Managers may employ the missing slots at any point in the original lineup at their discretion.
- 5.4.3. [In a league with four or more teams,](#) a team may not use the same substitute player more than twice in a league season. [However, if a league only has three teams, a team may use the same substitute player up to three times in a season.](#) For the post-season tournament, this count resets to zero and a team may not use the same substitute more than one time during the course of the tournament.

5.5 • Substitute Players – Ladies League

- 5.5.1. A team is permitted to choose substitutes from the appropriate categories from the other teams in the league [for any and all players that are missing, at the manager's discretion.](#) A minimum of seven (7) players from that team's roster must be in the lineup to avoid a forfeit.
- 5.5.2. [If a manager fails to field a complete team \(11 players\), all unused lineup spots will have an automatic out recorded during the first at bat.](#) Managers may employ the missing slots at any point in the original lineup at their discretion.
- 5.5.3. A team may not use the same substitute player more than 3 times in a league season.

5.6 • Substitute Player Selection Process

- 5.6.1. Managers may select a substitute player from the group for which the missing player is slotted.
- 5.6.2. If no player from that group is available, the manager may select from any group lower than the group of the player to be replaced.

Sun City Peachtree Softball Club

- 5.6.3. In no case shall a substitute player be chosen from a higher group than the player to be replaced.
- 5.6.4. The manager must notify the ML or LL Coordinator, the head umpire, and the opposing manager 24 hours prior to game time for any and all possible substitutions. The notification will include both the player(s) being replaced and the player(s) that will replace them. All substitutions must be within the guidelines of the current substitution list. The manager using a substitute must provide to the opposing manager and to the scorekeeper the innings each player is sitting out.
- 5.6.5. All substitutes must abide by the substitution rule that they must SIT the same number of innings as any maximum innings sat by any roster player.
- 5.6.6. All substitutes will bat last in the rotation. If there is more than one substitute, the manager may decide the order, but all substitutes must be placed at the end of the rotation.
- 5.6.7. The substitute must wear a uniform shirt of the team being played for or his/her own team shirt.

5.7 • Courtesy/Pinch Runner

- 5.7.1. A courtesy/pinch runner may be inserted into a game at any time and for anyone at the manager's discretion.
- 5.7.2. **Men's League:** A courtesy/pinch runner may only run ONCE per 7-inning game.
 - A. Split League Play**—For "B" League games, a courtesy/pinch runner may be used up to THREE TIMES per 7-inning game but no more than once per inning.
- 5.7.3. **Ladies League:** a courtesy/pinch runner may run TWICE during a 5-inning game, but not in the same inning.
- 5.7.4. If extra innings are required, then the courtesy/pinch runners will be allowed to run ONCE again until the conclusion of the game.
- 5.7.5. If a courtesy/pinch runner is on base when his/her time comes up to bat, the courtesy/pinch runner player will be declared out at bat and will remain on base.
- 5.7.6. If all available pinch runners have run once and there is still a need for a courtesy/pinch runner, the manager may elect to take an out for the player needing a runner after he/she has batted or leave the player on base.

Sun City Peachtree Softball Club

- 5.7.7. If the pinch runner is injured while on base, a pinch runner may be inserted in that place. The original pinch runner cannot remain in the game and take a turn at bat. An out will be recorded for his 1st turn at bat.
- 5.7.8. Managers will alert the scorekeeper, umpire, and opposing team manager when a courtesy/pinch runner is inserted into a game. There is no need for the manager to report who needs a courtesy runner to the scorekeeper prior to the beginning of the game. Managers will be responsible for keeping up with who they have used as courtesy/pinch runners. No scorekeeper should be asked. If a courtesy/pinch runner is inserted into a game and has already run once, then the player the courtesy/pinch runner was planned to replace will be declared out.

SECTION 6

GAME PLAY

6.1 • Regulation Games

- 6.1.1. For a game to be official, each team must have at least nine (9) players, including substitutes (see below), at least seven (7) of whom must be roster players for that team. Fewer than nine (9) players will result in a forfeit for that team. If neither team can field at least nine (9) players, it will result in a double forfeit with each team being given a loss for that game.
- 6.1.2. A maximum of eleven (11) players may play defense, including:
 - A. One (1) pitcher
 - B. One (1) catcher
 - C. No more than four (4) infielders
 - D. No more than five (5) outfielders
- 6.1.3. On offense each available team player must bat in rotation. If for any reason, such as illness or injury, a player in the lineup is unable to bat in his/her normal turn, an "out" will be declared for the **first time only** that player's turn comes up during the game.

6.2 • Scoring Plays

- 6.2.1. All plays at home are considered force-outs.
- 6.2.2. A runner is "safe" if he/she touches the scoring home plate prior to a defensive player contacting the strike zone mat while in possession of the ball. A runner is also "safe" if a defensive player "tags" the runner or touches the scoring plate even if he/she is in possession of the ball.
- 6.2.3. A runner is "out" if a defensive player has possession of the ball while in contact with the strike zone mat prior to the runner touching the scoring plate. A runner is also "out" if the runner mistakenly runs to and touches the strike zone mat, whether or not a defensive player has possession of the ball.

6.3 • Outfield Play – Men's League

- 6.3.1. All **outfielders** must remain behind the outfield restriction line (ORL) until the ball is hit or batter swings at the pitch.

Sun City Peachtree Softball Club

Penalty: The batter and all base runners will be awarded one base **unless** the team batting chooses to take the play, in which case the play proceeds without reference to the violation.

A. **Split League Play**—For “A” League games, the outfield restriction line (ORL) will **NOT** be used. Outfielders may position themselves anywhere within fair territory of the outfield grass.

6.3.2. Outfielders may not field a ball until it reaches the outfield grass. A batted ball fielded by an outfielder prior to the ball reaching the outfield grass will result in the batter being awarded first base and all forced runner(s) will be awarded the next base.

6.4 • Outfield Play – Ladies League

6.4.1. An outfielder who starts the play in the outfield grass may field the ball prior to it breaking the plane of the outfield grass. However, the batter will be awarded first base. All other base runners advance at their own risk.

6.5 • Infield Play

6.5.1. All infielders must remain in front of the outfield restriction line (ORL). This includes playing on the dirt or on the grass behind the bases.

6.5.2. Other than a caught fly ball, a batted ball fielded by an infielder playing in the grass will result in the batter being awarded first base. Only throw from that infielder is second, third or home. If the ball is fielded in the dirt, (position of ball) the fielder may make a play at first.

6.5.3. **Split League Play**—For “A” League games, infielders are NOT restricted as to where they may field a batted ball or where they can make a play.

6.6 • Infield Fly Rule

6.6.1. The Infield Fly Rule will be discontinued. Intentional dropping of a fly ball will be at the discretion of the umpires.

6.7 • First Base Award

6.7.1. If a batted ball crosses the plane (whether it is touched or untouched by a player) between the infield dirt and the outfield grass the batter shall be awarded 1st base. Any other base runner may advance at their own risk. The exception to this advancement is a caught fly ball.

6.7.2. **Split League Play:** There shall be NO automatic award of first base in the "A" League. A batter may be forced out at first base by any

Sun City Peachtree Softball Club

defensive player regardless of where a fair, batted ball is fielded. Rules governing the use of the double bag at first base remain in effect.

6.8 • Batting Out of Order

- 6.8.1. Batting out of order shall be defined as taking one pitch or hitting the first pitch.
- 6.8.2. It is up to the opposing manager to bring attention to the player batting out of order.
- 6.8.3. The result will be the out-of-order batter leaves the field, the play is nullified, and the skipped batter is **OUT**. Batting continues with the next player in the lineup order.

6.9 • Incomplete Games – Ladies League

- 6.9.1. In the event of an **incomplete game** upon cessation of play, the game will be resumed at the next available date as determined by the Board. Teams will not be held to original game lineup. **A manager may obtain a substitute for any player on the original lineup that is unable to play. The substitute will be placed in the same batting order as the original player. Substitutes that were used in the original batting lineup will remain at the bottom. A minimum of seven (7) players from that team's roster must be in the lineup to avoid a forfeit.**

6.10 • Flip-Flop Rule

- 6.10.1. **Men's League:** If the home team is losing by five (5) or more runs after six (6) innings, the home team shall remain at bat in the top of the 7th inning. The visiting team will bat in the bottom of the 7th inning if the home team has tied the score or gone ahead. If the game is tied after seven (7) innings, the visiting team shall bat first in the extra innings.
- 6.10.2. **Ladies League:** If the home team is losing by eight (8) or more runs after four (4) innings, the home team shall remain at bat in the top of the 5th inning. The visiting team will bat in the bottom of the 5th inning if the home team has tied the score or gone ahead. If the game is tied after five (5) innings, the visiting team shall bat first in the extra innings.

6.11 • Avoiding Collisions

- 6.11.1. Sliding or diving into first base or the scoring plate is permitted only to avoid a collision with a defensive player. This is an umpire's judgment call and is not subject to protest or appeal.
- 6.11.2. A player may slide or dive into second or third bases, or when returning to any base.
- 6.11.3. A runner must make every effort to avoid colliding with opposing players while running the bases or when sliding or diving.
 - A. If in the umpire's judgment a runner misses a base to avoid a collision, **the runner will not be called out** and may return to that base without jeopardy. If, however, the runner makes an attempt to advance to third base he/she is then in jeopardy of being thrown or tagged out even if he/she decides to return to the previous base.
 - B. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance.
- 6.10.4. If in the umpire's judgment the runner's collision with the defensive player involved in the play negates a double play, the umpire may award a second out.
- 6.10.5. Bat boys or bat girls will not be allowed due to safety concerns.

SECTION 7

ILLUSTRATIONS

Figure 1

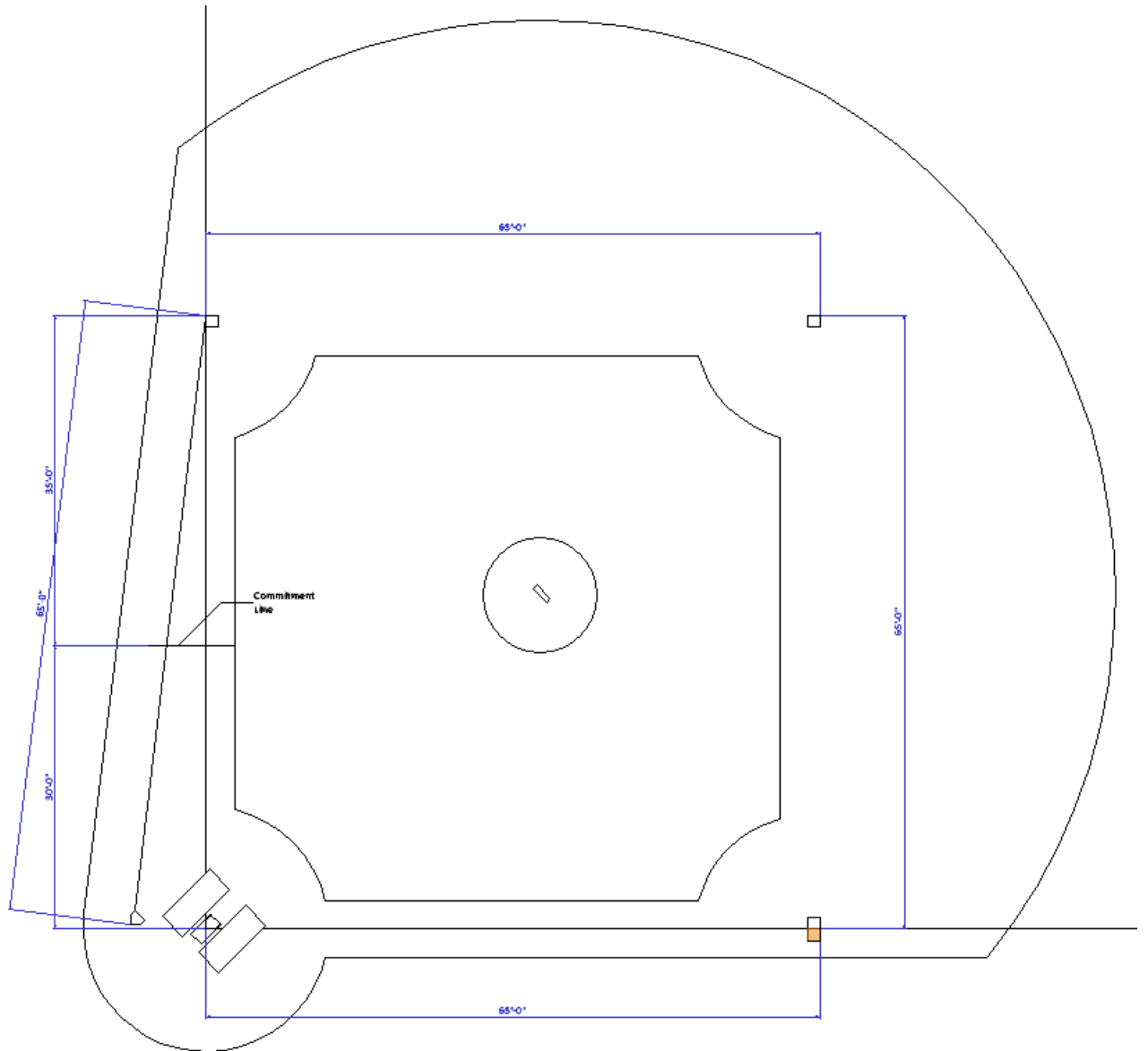
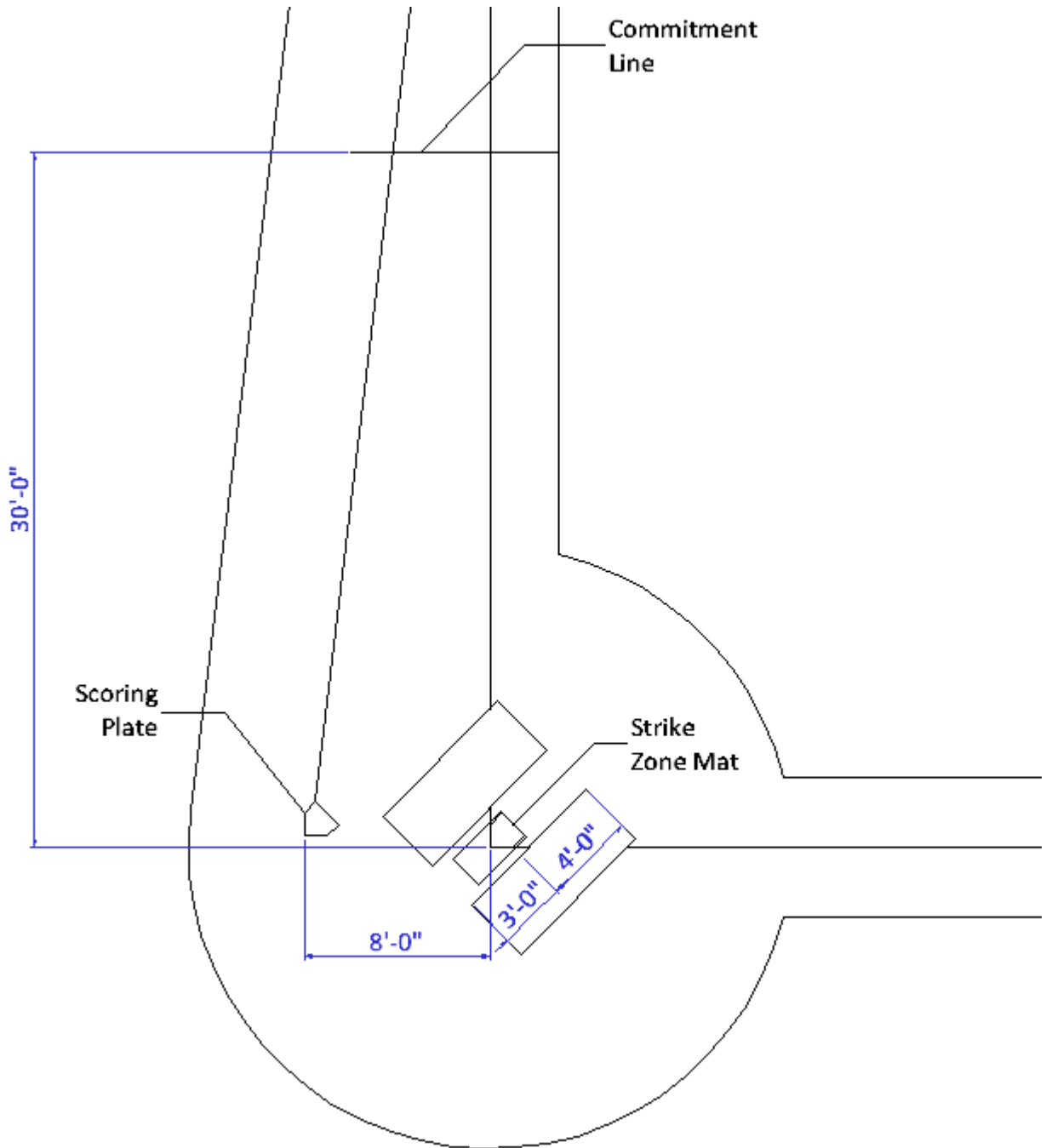


Figure 2



Sun City Peachtree Softball Club

Figure 3

