

Presidio Softball League
Rules and Regulations Revised 07/17/12

General Information

- Game rules and regulations are the same as ASA Slow Pitch Softball rules except where noted below
- Rule modifications generally exist to make the league as inclusive and fun as possible
- All decisions and rule interpretations made by game umpires are final
- The league reserves the right to modify or change the rules at any time.

Player Information

- Games are played with 10 people in the field
- 6 men and 4 women are standard
- A team can have no more than 6 men in the field at a time
- A team must have a minimum of 8 people in the field to start a game
 - In this instance, the batting team is expected to provide a courtesy catcher
 - This person's sole role is to throw the ball back to the pitcher
 - The courtesy catcher is not responsible for fielding balls or covering home plate
- The batting team is not expected to provide a courtesy catcher if the fielding team has 9 players
- If one team does not meet the 8 player minimum at the time the game is to begin, that team must forfeit the game
- A team that forfeits two or more games during a season is subject to expulsion from the league without refund (at the Presidio Softball League's discretion)
- If both teams are short of the 8 player minimum at the time a game is to begin, the umpire will grant a 5 minute grace period
- If both teams achieve the player minimum within the grace period, the game will begin at that time
- If only one team achieves the minimum within the grace period, the other team must forfeit the game (as above)
- If neither teams achieves the minimum within the grace period, then both teams must forfeit the game
- The batting team can include an unlimited number of people in their batting order

- However, the team must maintain an appropriate ratio of men to women in the order. There may only be a maximum of 2 more men than women in the batting order.

- If a team does not have enough women present to satisfy the ratio above, then the line-up must be modified to conform to the ratio requirement. **The *only* ways to comply with the ratio is to put “Woman” in the unoccupied spot in the batting order and have the women bat in rotation through that one spot in the same order in which they are listed on the batting order. If there is more than one “Woman” spot in the order, female batters should bat in the same order continuously throughout the order, regardless of the order of the male batters (follow the same woman each time).**
- **In the event that all of the female batters are on base and a female slot comes up in the order, the batting team will have to take an out for that spot.**
- There is no correction for having too many women in the batting order (i.e. men are not allowed to bat twice in the order)
- Teams must maintain the ratios above, if and when the number of players changes during the game (due to late arrivals, early departures and/or injuries)
- Players arriving late must be placed at the end of the batting order
- Players leaving early or those injured during the game are not replaced in the order unless required to maintain the minimum ratio (applies to women only)
- The batting team can bat at most 2 men in a row (i.e. at least every third hitter must be a woman) no more than twice in a batting order.
- This does not apply to the transition from the bottom to the top of the order, at which time a maximum of 3 men may bat in a row (i.e. a team can have a man at the bottom of the order followed by 2 men at the top)

Game Information

- Games will be held as scheduled pending weather interruptions or cancellations
- Team captains should call the Softball Hotline (916-775-3644) on game days to check whether games have been canceled due to weather
- At the umpire’s discretion, games may be delayed or stopped at any time during the game due to weather (fog, rain, lightning, etc.)
- Games are 6 innings or 50 minutes to 1 hour in length –whichever occurs first
- Generally a new inning should not be started if less than 5 minutes remains in the 1 hour game
- It is up to the umpire’s discretion whether to start an additional inning if only 5-10 minutes remain in the game
- At the umpire’s discretion, the game time may be extended (beyond 1 hour) if a player injury has caused a delay of 5 minutes or more
- The umpire is responsible for recording game events (runs, outs, etc.) in a scoring book during the game
- Managers, *only*, may dispute score book decisions with the umpire if they feel a discrepancy exists
- The final score book decisions made by the game umpire are indeed final

- Batters start with a count of 1 ball and 1 strike
- If a player hits 2 foul balls with 2 strikes, he or she is automatically called out on strikes
- In this instance, the ball is considered dead as soon as it is determined to be foul (runners cannot be tagged out or cannot advance under any circumstance)
- Strikes and balls are called by the umpire
- A strike must land on home plate or on the mat behind home plate
- **Pitches must be more than 6 feet high and less than 12 feet high**
- **Height violations are completely up to the umpire's discretion**
- **The umpire will call out "illegal pitch", "flat" or "high" (or something similar) if he or she deems the pitch to be too low or too high**
- **Illegal pitches may be swung at by the batter. If the batter swings, the ball is live.**
- **If the batter does not swing, the pitch will be a ball regardless of where it lands.**
- If a man is walked by the pitcher and a woman is next in the batting order:
- the man is awarded 2nd base *provided it does not force in a run*;
- AND the woman has the option to accept a base on balls or bat.

Courtesy Runner

- Batters who are injured and unable to run to first base can utilize a courtesy runner when at the plate
- The courtesy runner must be the person of the same sex as the batter who made the last out (in the current or previous inning)
- If no one has yet made an out, then the courtesy runner should be the person of the same sex who is farthest from having his or her next at bat and is not currently on base
- Courtesy runners should start near the backstop (at a line drawn by the umpire) and cannot leave for first base until the ball is hit by the batter or until the batter is walked
- A courtesy runner can also be used to replace a runner who has reached base safely (the same rules above apply)

MERCY RULE

- A team can score no more than 10 runs in one inning (mercy rule)
- As soon as the tenth run is scored, the batting team's at bat automatically ends
- This rule does not apply in the last inning of a game or in the inning the umpire considers might be the last inning of the game
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- Minimum Line
 - Outfielders must remain a minimum distance outside the back of the infield until the ball is hit (i.e. outfielders cannot line up in or just outside of the infield)
 - This line, called the "Minimum Line", will be marked by cones on each of the foul lines and will be enforced by the umpire
 - The area between the back of the infield and the Minimum Line is called "No

Man's Land

- If the umpire believes that a player has violated this rule (entering No Man's Land too early) in making a play on a ball, the batter will be awarded an automatic single (unless the batter hit a double or more)
- All runners will advance at least one base (unless they advanced by more than one base during the play)
- If a runner is thrown out trying to take more than one base on such a play, the out stands
- A team can utilize 1 "short-center" fielder if desired. This player must return to the same spot in the outfield once shifted back. Short fielders must remain in the same alignment in relation to the other outfielders, e.g. LCF playing in, must be lined up between the LF and RCF positions.
- There can be no more than 4 infielders (not counting the pitcher and the catcher)
- There can be no player in No Man's Land (including the short center fielder).
- A man cannot switch positions with a woman during the middle of an inning (e.g. a man in left field cannot move to right field when a left handed hitter comes to the plate)

INTERFERENCE

- Runners must make a concerted effort to avoid contact and collisions
- Runners are expected to slide or veer out of the way when necessary
- If the umpire feels that a collision occurred as a result of a runner not making a concerted effort to avoid contact, the umpire will call the runner out and may eject the runner from the game (at umpire's discretion).
- Additionally, the runner closest to the plate may be called out. The batting team may not gain an advantage from Interference.

PLAYS AT THE PLATE

- **PLAYS AT THE PLATE WILL ALWAYS BE A FORCE.** Once a runner has rounded 3rd base and passed the commit line (as marked prior to the game by a cone) that runner must try to score. Any runner trying to score at home need only pass a line between the backstop and the front of the plate perpendicular to the third base line (*the runner does not touch the plate*). A runner is judged to have crossed the line when any part of his/her body has crossed the line. To make a put-out, the fielding team must catch the ball and touch home plate (*only the plate is an out. The mat is not*). *Please Note:* Once a player has entered the area between the commit line/cone and home plate (the point of no return) he/she *cannot be tagged out in this area* regardless of where the ball is thrown.
- **EXCEPTION:** a runner attempting to tag on a fly ball may return to third base even after passing the commit line
- **OUTFIELDERS MAY NOT THROW A BATTER OUT AT FIRST**

BASE: If the first fielder to touch a batted ball is an outfielder, the batter may not be forced out at first base (this includes relay throws from the outfielder). This rule has been put in place to reduce the number of wild throws by outfielders.

- **Penalty:** the batter runner is awarded an extra base.
 - **Exception:** this only applies to force plays. Once the batter/runner has touched first base safely, all fielders may throw behind a batter rounding towards second.
 - Batters must not throw their bats (intentionally or accidentally) at any time
 - A batter who accidentally throws the bat will be given one warning by the umpire
 - If the batter again throws the bat accidentally, the umpire will call the batter out and may eject the batter from the game (at umpire's discretion)
 - **If a batter throws a bat intentionally, the umpire may (without any warnings) call the batter out and assess an additional out (i.e. if a batter pops up, then throws the bat against the fence the umpire can call two outs – if it was the 3rd out of an inning, the umpire can give penalize an out for the next inning). The umpire may also throw a player out of the game for intentionally throwing a bat.**
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- Runners may not lead-off from any bases
 - A runner may not leave a base until the ball is hit
 - Penalty: the ball is dead and the runner leaving early is called out.
 - Base stealing is not allowed
 - Fair balls hit over the outfield fence on Fields 1 or 2 are considered home runs (as expected) with one exception
 - Balls on Field 1 hit over the fence between the left field foul line and the tall wooden light pole in the deep corner of left field are considered ground-rule doubles. On batted balls hit over the fence or into stationary equipment as identified by ground rules, the batter will be awarded two bases. All other baser-runners advance when forced.
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 - **The white poles in the outfield define the foul lines.** All umpire decisions on these calls are final

Equipment Information

- Only single walled, metal-barreled softball bats are permitted (no baseball bats). Please see the bat list on the website for approved and non-approved bats.
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- **For the safety of the players, no one may use any multi-wall, multi-shell, composite, or titanium bats. The league maintains a list of “Banned Bats.” This is only a partial list of banned bats and the Umpire will have**

the final say as to whether a bat is legal. Anyone using a banned bat will be called out.

If the umpire deems a bat to be illegal, it cannot be used. If the umpire deems the bat legal, it will be allowed and play will continue. If the umpire isn't sure of the legality of the bat, it can be removed from the game at the umpire's discretion. In this case, the automatic out call is waived, and the player is allowed to get another bat and continue his or her at-bat.

The challenged bat is then disqualified for the rest of the game, and must be cleared through the league office before it can be used again in a game.

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- No shoes with metal cleats or spikes are allowed

Standard Rules often Contended or Misunderstood

- Certain standard rules which are often misunderstood have led to conflict or confusion in the past; the most common of these rules are summarized briefly below:
 - **Infield Fly Rule**
 - A fair fly ball, not including a line drive or an attempted bunt which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.
 - The ball is live and the runners may advance at their own risk. If the ball is caught on a fly, the runners must tag up to advance.
 - **Overthrow**
 - A ball is thrown out of bounds or becomes blocked during a play (into a dugout, over a boundary fence, etc.),
 - EFFECT: All runners will be awarded two bases. The award will be governed by the positions of the runners when the ball left the fielder's hand. (e.g. if a runner is anywhere in between second and third base when the ball is thrown out of bounds, he or she is awarded third base and home plate).
 - **Pop-up to Catcher**
 - A ball popped up behind the plate and caught by the catcher on a fly is considered an out. Exception: if the ball is tipped directly into the catcher's glove (with no change in trajectory) it is a foul tip (foul ball strike).