

TRI SPORTS MEN'S Softball Rules

Equipment/Field Set-Up: TRI SPORTS supplies game balls, bases, and bats (upon request). It is the teams' responsibility to bring their own gloves as well as any warm-up softballs. Metal cleats are not allowed; players wearing metal cleats will be ejected.

Game Time: Game clock starts at scheduled time or 3 minutes after the completion of the prior game (whichever is later); have your team waiting outside the dugout, ready for intros, with your batting order filled out, at the time the prior game finishes.

Format: Games are seven innings in length with a time limit of :55 minutes; a new inning will not be started after the 55-minute-mark. Losing team will always bat in the top of the 7th inning. Teams are comprised of nine (9) players. Home/Away is determined by Odd/Even Guessing Game. Standings tiebreakers by head-2-head & opponents' record. There is never an incentive to beat an opponent by the maximum runs possible, unless you've previously lost to this team.

Forfeits: Forfeit will occur if a team can't field a squad by 15 mins. after start time. A team can play with a min. of 8 (3 outfielders). Forfeits reported by 2pm on Friday are recorded as a loss (0 points). Forfeits reported 24 hours in advance of game time are recorded as (-.5) points. Inside of 24 hours, or at the field, (-1) point will be recorded.

Player Eligibility: SUBSTITUTES are allowed, but cannot be on the roster of any other league team. **PLAYOFFS-** players must be on the roster and play in 50% of regular season games to play in the playoffs. No exceptions.

Officials/Sportsmanship: Officials calls are final. Arguing with/disrespecting the official is grounds for ejection. Players should always act in a sportsmanlike manner, even when disagreeing with a call.

Running

- 1) No stealing/leading off. Runners leaving base before the ball is hit, will be called out.
- 2) A player can overrun 1st base ONLY. If, after overrunning 1st, the player turns inside (towards 2nd base) but makes no legitimate attempt to advance to 2nd base, that player may return to 1st without being tagged out.
- 3) Sliding is an automatic out. A "slide" has to be deemed intentional by official.
- 4) No leadoffs; no stealing. Runners must wait until contact with the ball before running; runners leaving early will be called out.
- 5) 1st & home plate have "safety bags". On close plays at first, runner must use safety bag & defensive player must use 1st base to make a play. On extra base hits, runner should round original 1st base & keep going. Runners always use safety home plate.
- 6) "Suicide-line" is halfway between 3rd & home plate, marked by orange cone. It is a force out once the runner has crossed the "suicide line". Once the runner has crossed this line, they cannot cross back towards 3rd base; if they do, it is an automatic out.
- 7) Runners must also make a reasonable attempt to avoid colliding with a fielder that is playing the other side of the base in anticipation of a play (including but not limited to slowing up to avoid overrunning 2nd or 3rd base.)

Hitting

- 1) 3 home runs (OTP) will be allowed per team at the beginning of the game. Should both teams reach three home runs a 1-up system will be in effect (EX: Team A has 1 HR, Team B has 3 HR any further HR by Team B will be considered an out until(if) Team A reaches 3 HR). Any HR hit outside these rules shall be ruled an out. Team at bat is responsible for retrieving any ball hit out of play (fair or foul).
- 2) Every batter will start with a 1-1 count. A courtesy foul rule will be in effect with 2 strikes (first foul ball with 2 strikes does not result in an out, 2nd foul ball with two strikes is recorded as a strikeout). A strike plate will be used to determine if a pitch is a strike or a ball. A strike is defined as any legally pitched ball with an arc of 6-12 feet that touches any part of the strike plate or home plate.
- 3) No bunting or faking to bunt. However, a ball hit with a full swing, but not very far, IS a playable ball.
- 4) Teams must use their full roster for batting (i.e. players cannot only play field). Batting order can't be altered during the game.
- 5) **Mercy rule:** If a team is up by 15 runs or more after the 5th inning of play, the losing team has the option of calling the game.
- 6) A team can only score a maximum of eight (8) runs in one inning. EXCEPTIONS: 1) If the team is down by >8 runs, they may score until the game is tied. Games capped in the top or bottom of the 6th inning, must play 7.
- 7) Foul balls must pass above the batter's head to be caught as an "out" by the catcher.
- 8) When hitting the ball, batters must have at least one foot behind the front edge of the plate. Otherwise, the batter is out.
- 9) Batters throwing the bat are automatically out. Base runners return to previous base.
- 10) Warm-up pitches are not allowed on the ball field. Please warm-up prior to the game, off the field
- 11) Pinch runners are allowed from 1st base only & must be the person of the same sex immediately before the batter that made the last out. (Player must be injured during the game or at risk of further injury to receive a pinch runner. If a player is too injured to run prior to the game, they should not be in the lineup.)
- 12) Calling "I got it" when your team pops up a fly ball or any other unsportsmanlike attempt to distract the fielders from making a play will result in an automatic out and runners return to previous base.
- 13) Dugout gates should be closed at all times. Balls thrown through an open gate result in an extra base awarded to runners, HOWEVER, if the ball is thrown through the batting team's gate, no bases will be awarded.
- 14) **Only USSSA/ASA approved bats may be used.** Refer to: <http://www.baseball-bats.net/softball-bats/approved/index.html> Any player using an illegal bat will be ejected from game.

Fielding

- 1) Plays at home must be made at home plate; any play made on the safety bag or tagging the runner, is automatically "safe".
- 2) Runners always have right-of-way. Defensive player must avoid contact with the runner & can't place themselves in the base path or on the base. Any interference with the runner or hindering their ability to get to the base is an automatic "safe" call.
- 3) Infielders must remain outside the base path, & outfielders must remain on the outfield grass, until the ball is hit.

- 4) It is the shortstop's responsibility to let the pitcher know if the outfielders are not ready for the pitch.
- 5) Infield flies are not automatic outs, but, double plays may not result from un/intentionally dropped balls (official's discretion).
- 6) Base players pretending to catch an incoming ball, which may or may not cause the runner to slow, duck, or endanger their safety in any way, will receive a sportsmanship warning, and all base runners will be awarded an extra base.