

TABLE OF CONTENTS

SECTION 1 - PLAYING FIELD SETUP	pg 2
SECTION 2 - EQUIPMENT	pg 2
SECTION 3 - SCHEDULE, LINE-UP SUBMISSION; & ELIGIBLE PLAYERS	pg 4
SECTION 4	
SECTION 4A - OFFICIAL GAME & TIME LIMITS	pg 10
SECTION 4B - SCORING	pg 12
SECTION 4C - PITCHING	pg 13
SECTION 4D-1 - BATTING TEAM	pg 14
SECTION 4D-2 - BATTING TEAM VIOLATIONS	pg 15
SECTION 4D-3 - LIVE PLAYS	pg 17
SECTION 4D-4 - LINE-UP REQUIREMENTS	pg 18
SECTION 4E - BASERUNNERS	pg 20
SECTION 4F - FIELDING	pg 24
SECTION 4G - SUBSTITUTION	pg 27
SECTION 4H - APPEAL PLAYS	pg 29
SECTION 4I - PARTICIPANT CONDUCT	pg 29
SECTION 4J - PROTESTS	pg 30
SECTION 5 - EJECTIONS & SUSPENSIONS	pg 31
SECTION 6 - RE-ALIGNMENT; STANDINGS; PLAYOFFS	pg 32
SECTION 7 - FORFEITS; GAME CANCELLATION; DELAYS; OFFICIAL DECISIONS	pg 34
SECTION 8 - ADMINISTRATION - "GOOD STANDING" AND CONDUCT RULES	pg 35
SECTION 9 - ADMINISTRATIVE RULES	pg 36
SECTION 10 - PARK/FACILITY RULES & REGULATIONS	pg 36

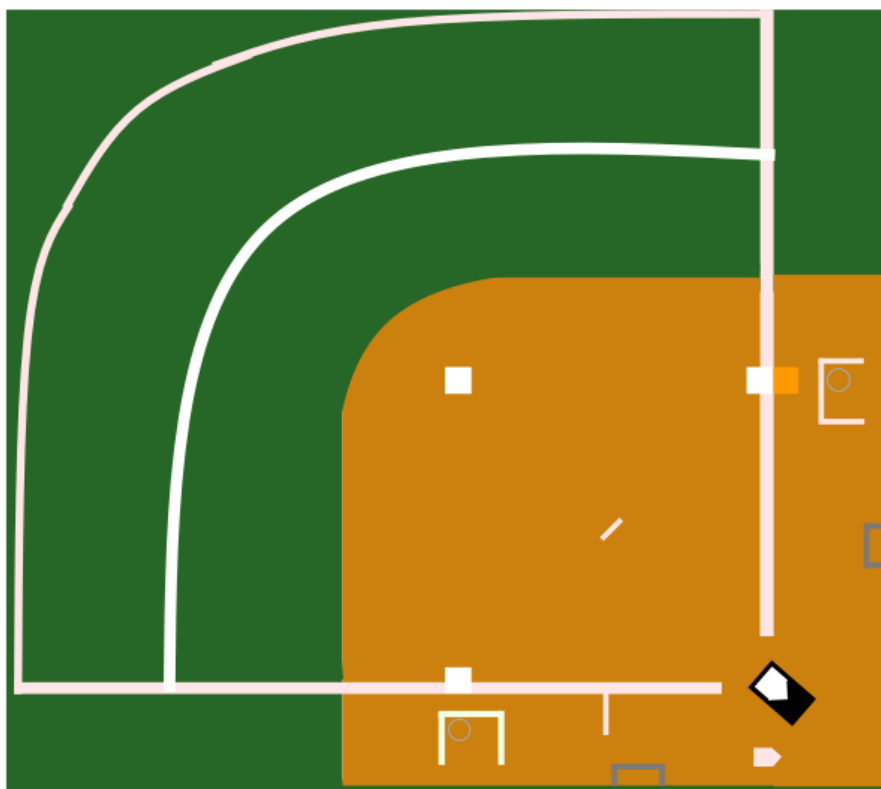
SECTION 1 – PLAYING FIELD SETUP

See diagram below

- Bases are 65' apart
- Pitcher's mound - 50' from the front of the plate
- Outfield fences are 300' from home plate
- Safety home plate is parallel to home plate, 8' apart

Field markings:

- Commitment line between 3rd base and home plate
- Restraining arc ("Girl line") is 185' from home plate
- 1st base coaches' box and Step-off circle within the box
- 3rd base coaches' box and Step-off circle within the box
- On-deck batters' box [1st & 3rd base sides)



SECTION 2 – EQUIPMENT

1. Legal bats/Illegal bats
 - a. BAT STICKER POLICY
 - i. All bats must be approved by the League Director or Supervisor and have an official "CERTIFIED BAT" sticker.
 - ii. Bats will be checked and logged in and will have a specific sticker number.

1. Bats approved for all leagues will have a Gold Sticker



2. Bats approved for specific leagues only will have a Black Sticker



b. SENIOR SOFTBALL BATS

- i. All senior bats are not permitted in any league.

c. LEAGUE/DIVISION SPECIFIC RULES

- i. Monday Co-ed Softball [6/4] allows bats permitted by USA softball, USSSA softball, NSA.
 1. USSSA bats with the "old" stamp [220 compression] are NOT allowed in league play in any program

Allowed	Not Allowed

- ii.

All other divisions [Tuesday & Thursday Men's; Friday Co-ed] allow only approved USA [formerly ASA] bats for league play.



2. GAME BALLS

- a. TSF will provide all game balls (Dudley Thunder Heat 300/52) for Tuesday, Thursday, Friday leagues.
- b. TSF will provide all game balls (Dudley Thunder SY 375/44) for Monday leagues.

3. GLOVE/MITT

- a. Players are required to provide their own ball gloves. Every player in the field **MUST** have a ball glove.

4. Sneakers/Cleats

- a. Proper shoes are required for all players. Players are not required to wear cleats or spikes.
- b. Players are not permitted to play in rubber, leather, or foam shoes**
 - i. Ex. Crocs are not permitted**
- c. Metal spikes are prohibited.
 - i. Once the game begins any player found wearing metal spikes will be given the opportunity to change to compliant cleats/sneakers. If it is discovered when the player is due up at bat, the batter is out.
- d. Players are not permitted to play in "dress" shoes; sandals; or open-toed shoes.
- e. Once the game has started, if a player in the line-up does not have proper shoes and cannot change, they are disqualified from the game.

5. Electronics

- a. Players are prohibited from having electronic devices on the field during the game. This includes cell phones, earbuds, headphones, and other devices.

SECTION 3 – SCHEDULE, LINE-UP SUBMISSION; & ELIGIBLE PLAYERS

1. SCHEDULE

- a. HOME/AWAY: The home team is pre-determined and will be noted in a schedule distributed prior to the season.
 - i. Home team will be in the **1st** base dugout, Visiting team will be in the **3rd** base dugout.
 - 1. At the League Director and/or Supervisor(s) discretion the dugout assignments may be changed.

b.

The schedule for the games will be posted by each dugout with the game time listed and the team assigned to that dugout included. All teams are required to use the assigned dugout.



TUESDAY - January 14, 2025

FIELD 2	1st BASE SIDE
6:30pm	(1) All Stars
7:30pm	(2) PDS
8:30pm	(1) A 100 Glass
9:30pm	(1) The Replacements

2. LINE-UP SUBMISSION FORM

- a. All teams have an online form specifically for their team and the representatives will be sent the link to the page.

It is recommended that team representatives add an icon on the home screen of their phone to the page.

When the link is provided, open the page and select the option to "add to Home Screen"



- b. Line-ups are due **by 6pm** on all game nights.
 - i. The first time a team fails to submit the line-up on time they will receive a warning.
 - ii. The second time a team fails to submit the line-up on time is considered non-compliance.
 - iii. The third time a team fails to submit the line-up on time the team captain may be suspended for that game.
 - iv. The fourth time a team fails to submit the line-up on time the game will be a forfeit.

3. LINE-UP REVIEW

- a. After every game, the team roster will be reviewed and given a "Roster Score".
 - i. A score of 0 points for a game is perfect.
 1. A team that submits the line-up form prior to the 6pm deadline; does not make changes to the line-up OR notifies the umpire before the game of any changes; and all players are listed in the Eligible Player Database; will receive a score of 0.
 - ii. The line-up will be evaluated and points (deductions) will be applied for failure to comply with league rules and/or requests.
 1. Use of Non-Roster players
 - a. After teams reach the allowed number of "pick-ups" during the season, they will accrue deductions for exceeding the limit.
 2. Failure to submit the original line-up by the 6pm deadline.
 - a. First time - 1 point
 - b. Second time - 5 points
 - c. Third offense - 15 points
 - d. Fourth offense - FORFEIT
 3. Intentionally mis-identifying a player

4. Failure to notify the umpire that a player listed is not present
 5. Use of players that are not listed in the Eligible Player Database
 - a. Teams will be given 24 hours after being notified to ensure that any players that are required to submit the Liability Waiver have completed and submitted the form.
4. WOMEN PLAYING IN MEN'S LEAGUES
- a. No special rules (walk; fielding deployment; etc.) are in effect for women playing in the Men's leagues.
5. ELIGIBLE PLAYERS:
- a. All players must be 18 years of age or older. ALL players are required to sign a release of liability waiver before participating.
6. ROSTERS:
- a. A team can have an unlimited number of players on the roster as long as they meet the league eligibility requirements. Roster additions will be open during the regular season, but no players can be added prior to the start of the playoffs.
 - i. Each individual may be an automatically playoff eligible roster player for only one (1) team in each (Monday Co-ed; Tuesday Men's; Thursday Men's; Friday Co-ed) league.
 1. EXCEPTION: A player may switch to a different team in the same division during the regular season a maximum of one (1) time, with prior approval from the League Director and both Team Managers. They will not be permitted to play for the original team for the remainder of the season.
 - b. PLAYERS ON MULTIPLE ROSTERS
 - i. An individual player is permitted to be on multiple team rosters on the same night of play.
 1. **The League Director and/or League Commissioner have the exclusive discretion to allow or not allow an individual player to be on the roster of multiple teams on the same night of play.**
 2. Ex. An approved player may be on the roster of team in the Tuesday Men's "A" & Tuesday Men's "C" divisions.
 3. The limits on Multiple Roster players are based on a scoring system [See Section d below]
 - a. The classification of an individual player is determined strictly for the night of play only.

- i. Ex. The classification of a player for the Tuesday night league has no effect on the designation of that same player in the Thursday night league.
 - ii. Ex. The classification of a player in a Men's league does not affect the designation of that player in a Co-ed league.
 - b. Each individual player is classified based on the highest division team they are a rostered player on in that particular league.
 - i. A player is not considered to be a rostered player until they have played two (2) games with a team.
 - ii. If a player is on the roster of a team in the "B" division and a team in the "C" division, that player is considered a "B" player.
- 4. A player may not be on multiple team rosters in the same division.
 - a. If a team is moved during mid-season competitive re-alignment and a player is now on the roster of two (2) teams in the same division, they must select one (1) of the teams for the remainder of the season.
- c. PLAYOFF ELIGIBILITY OF MULTIPLE ROSTER PLAYERS
 - i. A player that is on multiple rosters is automatically eligible for the playoffs only on the **team they played more games with during the season.**
 - ii. **For a player that is on multiple rosters to be "playoff eligible" for more than one (1) team during the season, that player must appear in a minimum of six (6) games for EACH team during that season.**
 - iii. A player that is on multiple rosters is NOT automatically eligible for the playoffs for the team they played less games with simply because the first team did not qualify for the playoffs.
 - 1. If a player is not automatically eligible for the playoffs, the team must request an exemption from the League Director.
- d. LIMITS ON MULTIPLE ROSTER PLAYERS
 - i. Five or more Division leagues
 - 1. In a league with five (5) or more divisions, the divisions are considered the same for evaluation purposes.
 - 2. In leagues with five (5) or more divisions, the following points system applies:

DIVISION	E+ team	D team	C team	B team	A team
A player	4 pts	4 pts	4 pts	4 pts	x
B player	3 pts	2 pts	2 pts	x	x
C player	2 pts	1 pt	x	x	x
D player	1 pt	x	x	x	x
E+ player	x	x	x	x	X

- a. "A" DIVISION teams may have an unlimited number of "Multiple Roster" players.
 - i. Note that these players will be considered "A" division players on the other teams.
- b. "B" DIVISION teams may have maximum of eight (8) points.
 - i. Team may have two (2) "A" division players and an unlimited number of "Multiple Roster" players from the "C", "D", and "E" divisions.
- c. "C" DIVISION teams may have maximum of 10 points.
 - i. Team may have any combination that does not exceed 10 points with "A" and "B" division players and an unlimited number of "Multiple Roster" players from the "D" and "E" divisions.
- d. "D" DIVISION teams may have maximum of 11 points.
 - i. Team may have any combination that does not exceed 11 with "A", "B", and "C" division players and an unlimited number of "Multiple Roster" players from the "E" division.
- e. "E" & "F" DIVISION teams may have maximum of 12 points.
 - i. Team may have any combination that does not exceed 12 with "Multiple Roster" players.
- ii. Four Division leagues
 1. In leagues with four (4) divisions, the following points system applies:

DIVISION	D team	C team	B team	A team
A player	4 pts	4 pts	4 pts	x
B player	2 pts	2 pts	x	x
C player	1 pt	x	x	x
D player	x	x	x	x

- a. "A" DIVISION teams may have an unlimited number of "Multiple Roster" players.
 - i. Note that these players will be considered "A" division players on the other teams.
- b. "B" DIVISION teams may have Maximum of eight (8) points.

- i. Team may have two (2) "A" division players and an unlimited number of "Multiple Roster" players from the "C" and "D" divisions.
 - c. "C" DIVISION teams may have Maximum of 10 points.
 - i. Team may have any combination that does not exceed 10 points with "A" and "B" division players and an unlimited number of "Multiple Roster" players from the "D" division.
 - d. "D" DIVISION teams may have Maximum of 11 points.
 - i. Team may have any combination that does not exceed 11 with "Multiple Roster" players.
- iii. Three Division leagues
 - 1. In leagues with three (3) divisions [designations may differ from A,B,C,...] the following points system applies:

DIVISION	REC team	INT team	ADV team
ADV player	4 pts	4 pts	x
INT player	2 pts	x	x
REC player	x	x	x

- a. ADV DIVISION teams may have an unlimited number of "Multiple Roster" players.
 - i. Note that these players will be considered "ADV" division players on the other teams.
 - b. INT DIVISION teams may have Maximum of eight (8) points.
 - i. Team may have two (2) "ADV" division players and an unlimited number of "Multiple Roster" players from the "REC" and divisions.
 - c. REC DIVISION teams may have Maximum of 12 points.
 - i. Team may have any combination that does not exceed 12 points with "ADV" and "INT" division players.
- iv. Two Division leagues
 - 1. In leagues that have two (2) divisions that are separated but considered the same level (ex. East Division and West Division), players may not be on the roster of multiple teams.
 - 2. In leagues with two (2) divisions that are separated as UPPER and LOWER the following restrictions apply.
 - a. UPPER DIVISION teams may have an unlimited number of "Multiple Roster" players

- i. Note that these players will be considered "UPPER" division players on the other teams
- b. LOWER DIVISION teams may have maximum of three (3) UPPER division players on the team roster.

7. EXEMPTED NON-ROSTER PLAYER:

- a. A team that is short-handed and may otherwise forfeit the game or play with less than a full team is permitted to pick up a player from another team for that day's game.
- b. A team may only use the Non-Roster exemption if they do not have a full team of players available.
 - i. Ex. If a team has nine (9) roster players available, they may "pick-up" a player to give them 10 players. If they have 10 roster players available, they are NOT PERMITTED to "pick-up" an additional player.
- c. A team may use this option up to six (6) times during the season.
 - i. Each player that is used as a "pick-up" is considered one of the six (6) exemptions for each team.
 - 1. Ex. Picking up two (2) players from another team for one game is using two exemptions.
 - ii. Once a team has used the "Non-Roster Exemption" six (6) times, they have to make a request to the League Director for additional exemptions.
- d. Teams are not permitted to "pick-up" the same player more than two (2) times during the season without approval from the League.
- e. Final Week of the Season - During the last week of the regular season, teams are permitted to add only one (1) NEW PLAYER to the line-up for that game. The League Director must approve any additional "new" players
 - i. Only one player that is not capable of being eligible for the playoffs will be permitted without review.
- f. Final Week of the Season - DH qualifier rule - If a team is scheduled to play a doubleheader during the final week of the regular season, a new player to the roster will only be credited with one (1) game played.
 - i. Players that only play during the last week of the regular season are not eligible for the playoffs.
 - 1. Teams may request an exception from the League Director

SECTION 4 - THE GAME

SECTION 4A - OFFICIAL GAME & TIME LIMITS

- 1. GAME TIME - League play:
 - a. Games will begin at the scheduled game time.

- i. For games scheduled at 6:30pm or earlier, teams that are shorthanded may be granted a five (5) minute grace period to be able to field a team.
 - ii. The game clock will start at the official listed time.
 - iii. The grace period will not be granted if a team has enough players to begin the game but are shorthanded. The game will start as long as both teams have the minimum number of players on the designated field.
 - b. No inning may be started after 55 minutes have elapsed from the start of the game. The umpire(s) will keep the official game clock.
 - i. When the 55-minute mark has been reached, the current inning will be completed.
 1. If the home team is winning at the time and is at bat, the game will be stopped (all runs scored in that inning will be counted).
 - c. The game clock, once started, is not stopped except under the following circumstances:
 - i. Umpire needs assistance
 - ii. Weather delay (rain; lightning; etc.)
 - iii. Injury delay that lasts more than five (5) minutes
2. COMPLETE GAME:
 - a. A game is considered complete when seven (7) innings have been satisfactorily played or when the time limit has been reached and no new innings may start.
 - i. This means that seven (7) full innings have been played and the visitor is ahead, or 6 and 1/2 innings have been played and the home team is ahead.
 - b. If a game is tied at the end of seven (7) innings AND the 55-minute mark has not been reached, an additional inning(s) may be played.
3. OFFICIAL GAME - Regular Season:
 - a. A game is considered official once three (3) innings have been satisfactorily completed.
 - i. This means that three (3) full innings have been played and the visitor is ahead, or 2 and 1/2 innings have been played and the home team is ahead.
4. OFFICIAL GAME - Playoffs:
 - a. A game is considered official once five (5) innings have been satisfactorily completed, unless one team has won the game based on the "Mercy" rules (see below).
 - i. This means that five (5) full innings have been played and the visitor is ahead, or 4 and 1/2 innings have been played and the home team is ahead.
5. WEATHER/OFFICIAL DELAYS - Regular season:

- a. If a game is halted because of weather, field problems, injury, etc. and less than three complete innings have been played, the game will be restarted from the beginning.
 - i. If a game is halted after three complete innings, the result is official.

6. WEATHER/OFFICIAL DELAYS - Playoffs:

- a. If a game is halted because of weather, field problems, injury, etc. and less than three complete innings have been played, the game will be restarted from the beginning.
 - i. If a game is halted after three complete innings, but less than the mandatory five, the League Director has the discretion on how the game will be restarted.
 - 1. The League Director has the discretion to determine if the game:
 - a. is restarted at the point that play was halted. If full information is available (runs scored; number of outs; runner on base; batter due up; fielding teams batter due up for the next half inning; time remaining; etc.) the game will be restarted at the point of stoppage
 - b. is restarted at the beginning of the half inning in which it was stopped. If the Director determines that no team gains an advantage in restarting the half inning, and the game cannot be resumed from the stoppage point, the restart will revert to the start of the half inning that play was halted
 - c. is restarted at the top of the last inning that was played and not completed.

7. FINAL SCORE - League play:

- a. Regular season games may end in a tie.
- b. Playoff games that are tied after the time limit has expired will play extra innings until a winner is determined.

SECTION 4B - SCORING

1. A RUN IS SCORED:

- a. One run shall be scored each time a runner touches first, second, third base and home plate.
 - i. Exception: On any fair ball hit over the fence for a "Home Run", the batter and runners are not required to tag the bases.
 - ii. Exception: On any DEAD BALL play in which ALL runners [including the batter] will score, the runners are NOT REQUIRED to touch the bases
 - 1. Ex. Unsportsmanlike conduct for throwing a glove at the ball.

2. Ex. A batted ball is knocked directly over the outfield fence in fair territory.

2. No run shall be scored if the third out of an inning is:
- a. A force out at any base
 - b. A runner being tagged out for the third out BEFORE the runner reaches home plate.
 - c. A preceding runner to the player that scored is called out on an appeal for the third out.

3. MERCY RULES:

- a. A game will be stopped because of the "Mercy" rule in the following instances:
 - i. One team is leading by 18 or more runs after 3 innings.
 - ii. One team is leading by 13 or more runs after 4 innings.
 - iii. One team is leading by 10 or more runs after 5 innings.
- b. The "Mercy" rules will be enforced without exception.

4. RUNS SCORED PER INNING

- a. MEN'S LEAGUES
 - i. Teams may score an unlimited number of runs in an inning.
- b. CO-ED LEAGUES
 - i. In all co-ed divisions, teams can score a maximum of 10 runs in an inning.
 - 1. Exception: teams can score unlimited number of runs in the last inning of a game

SECTION 4C - PITCHING

1. Pitcher's screen

- a. MUST cover at least $\frac{1}{2}$ of the pitching rubber.
- b. May not be moved after the start of the inning unless moved by the umpire or if the defensive team makes a pitching change.

2. PITCH ARC

- a. The legal pitch arc is 6' - 10'.
- b. A pitch determined to be too fast will be called "illegal pitch" by the umpire.
- c. Pitches that are too low or too high will be called "illegal pitch" by the umpire and are automatically balls.
 - i. However, the pitch is live and can be put into play by the batter. If the batter swings, the "illegal" status NO LONGER applies. (If the batter swings and misses it is a strike).

3. The "ILLEGAL" pitch will be called by the umpire the moment it is determined to be illegal.

4. STRIKE MAT:

- a. A mat, approximately 18" wide and 33" deep, will be used for all leagues.
 - b. Any legal pitch, which is not swung at by the batter, which touches any part of the mat will be called a strike.
 - c. Any pitch, that is not swung at by the batter, which does not touch the mat will be called a ball.
5. Pitching motion
 - a. Pitcher must have at least one (1) foot touching the pitching rubber when starting the motion and releasing the pitch.
 - b. Pitch must be delivered in one continuous motion.
 - c. Pitch must be underhand and released in full view. Pitcher must be facing home plate.
6. Pitcher may not follow the pitch in. Pitcher must stay behind the safety screen until the batter contacts the ball.
7. No quick pitching is allowed.
 - a. The pitcher must allow the batter a chance to get set or reset. The umpire will stop play if a pitcher is not allowing the batter time to set and will issue a warning. Repeated warnings may result in ejection.
8. INTENTIONAL WALK
 - a. Announced by pitcher, not required to throw a pitch.

SECTION 4D-1 - BATTING TEAM

1. BASE COACHING:
 - a. Teams are permitted to have ONE (1) base coach at first and third base. The coaches are not allowed to physically assist the baserunner in ANY WAY. If the umpire decides that a team is abusing the base coach privilege, they can decide that the team can no longer have any base coaches during that game.
2. DUGOUTS:
 - a. Other than the batter and the players on base, the only players from the batting team that should be out of the dugout are the on-deck hitter and the base coaches.
3. COUNT
 - a. All batters start with a count of one (1) ball and one (1) strike. [1-1 count rule]
4. BATTING POSITION
 - a. The next batter due up must take the batting position within a timely manner.

- i. If necessary, the umpire will give a 10 second instruction.
- ii. If the batter due up is not in the batter's box ready to play within that time, a strike will be called on the batter

5. COURTESY FOUL (FOUL WITH TWO STRIKES)

- a. There are no courtesy fouls. A foul ball hit with two strikes is an out.
 - i. A foul ball third strike results in an out, however the ball is live if caught by a fielder and, if the result is not the third out of the inning, the runners may attempt to advance at their own risk.

6. WALK RULES - CO-ED LEAGUES

- a. If a male batter is walked in front of a female batter, that player is awarded second base and the female player MUST hit.
 - i. EXCEPTION: If a male batter is walked in front of a female batter with two outs, the female batter has the option of taking an automatic walk or batting. In either case, the male batter is automatically awarded second base.
- b. MEDICAL COURTESY RUNNER [MCR] special application
 - i. If a male batter that is designated MCR is walked in front of a female batter they are only required touch 1st base and the designated runner will complete the runner exchanged at first base and advance to 2nd base.
 - 1. This only applies to players who received a Medical Courtesy Runner.

7. HOME RUN RULES

- a. All teams may hit three (3) over the fence Home Runs [HR] during a game.
 - i. On an over the fence HR, the batter and runners are not required to run the bases.
 - 1. However, teams may elect before the game the option to run out a HR.
- b. All over the fence HR's after reaching the limit of three (3) will be an automatic out and the runners will return to the previous base.

SECTION 4D-2 - BATTING TEAM VIOLATIONS

1. BATTING OUT OF ORDER

- a. If it is discovered that a team is batting out of order:
 - i. While the incorrect batter is at bat:
 - 1. The correct batter must take the batter's position and assume the balls & strikes count.

2. There is no penalty for the batting team.
- ii. After the incorrect batter has completed a turn at-bat AND before the next pitch:
 1. The turn at-bat of the incorrect batter is negated.
 2. The player that should have batted is OUT.
 3. Any runs scored are negated.
 4. Any outs recorded before the discovery of the incorrect batter remain out.
 5. Unless the call results in the third out, all runners that were not called out will return to their original base.
- iii. After the incorrect batter has completed a turn at-bat AND a pitch has been thrown to the next batter:
 1. The turn at-bat of the incorrect batter is legal.
 2. The next batter is the player that follows the INCORRECT batter.
 3. No outs are called for failure to bat.
 4. Players who have not batted have lost their turn at-bat until their spot(s) in the batting order come up again.

2. BUNTING

- a. Players are not permitted to bunt or chop the ball. Batters must take a full swing at the pitch.
 - i. When a batter is called out for bunting the play is stopped and the runner(s) are returned to their original bases.

3. BATTERS BOX

- a. The Batter's box is an area denoted by a lined off area. If the lines are not drawn, or are no longer visible, the batter's box area of 4" x 7" will be enforced by the umpire.
- b. A batter that leaves the batter's box and contacts the ball is out if:
 - i. They cross the plane of home plate; or
 - ii. A foot touches the ground in front of home plate; or
 - iii. A foot touches the ground in the area outside of the designated area.

4. Batter calling time:

- a. Once a batter is in the batter's box, play is live, and the pitcher can proceed. The batter must ask for time, and be granted it, by the umpire. The simple act of stepping out of the batter's box does not mean time is called. A batter will be allowed to step out once during an at-bat, but repeated delays will not be allowed.

5. THROWING THE BAT

- a. The batter is responsible for the bat during their at-bat. If a player, whether intentional or otherwise, does not maintain control of the bat and hits, or nearly hits, the catcher, the umpire, or anyone else, a delayed dead ball will be called, and the batter will be called out.
 - i. The fielding team can elect to take the result of the play or have all runners sent back to the previous bases.
- b. If a batter intentionally throws or slams the bat they will be called out and ejected.

6. ILLEGAL BAT

- a. Any batter that is discovered using an illegal bat is automatically out and the defensive team can take the result of the play, or the batter will be out and the runner(s) will return to their previous bases
 - i. The opposing team must appeal the use of the bat and inform the umpire before the next pitch.
- b. Any batter caught using an altered bat is out and automatically ejected from the game.
- c. All bats are required to have Solution Sports Network "CERTIFIED BAT" sticker. Bats that do not have a sticker have not been approved for league play.
 - i. Use of bat without a sticker IS NOT an automatic out. If the bat is allowed for league play, upon discovery that the bat does not have a league sticker, the umpire will instruct the team to present the bat to the League Director or Supervisor for review and the team is not permitted to use the bat until they get the approved sticker.
 - ii. Use of bat without a sticker will result in the batter being called out.
 - 1. If the bat is not allowed for league play
 - 2. If the umpire has instructed the team to have the bat reviewed by the Director or Supervisor and they failed to do so.

SECTION 4D-3 - Batting team - Live plays

1. FOUL TIP CAUGHT

- a. Any foul tip caught by catcher is an out.
 - i. The ball does not have to meet a minimum height.

2. BATTED BALL HIT TWICE

- a. If a batter makes contact with the ball more than once on a swing and follow through, the ball is dead and the batter is out. All runners return to their previous base(s).

3. BATTED BALL HITS A RUNNER

- a. Runner on the base in fair territory
 - i. Dead ball and all runners, including the batter, advance one (1) base.
 - ii. The runner hit by the batted ball is safe.
- b. Runner off the base in fair territory
 - i. Dead ball and the runner hit with the ball is out. All other runners, including the batter advance one (1) base.

4. BATTED BALL HITS THE UMPIRE

- a. In fair territory, live ball and play continues.
- b. In foul territory, dead ball and a strike on the batter.

5. BATTED BALL HITS THE BATTER (FAIR TERRITORY)

- a. Dead ball and Batter/Runner is out. All baserunners return to their previous base.

6. BATTED BALL HITS THE BATTER (IN THE BATTER'S BOX)

- a. Foul ball, batter is out if it results in a third strike.

7. BATTED BALL HITS THE BAT AFTER BEING DROPPED

- a. FAIR TERRITORY
 - i. If the contact by the batted ball with the bat alters the play and prevents the defense from an opportunity to complete the play, a dead ball is called, and the batter is out and all runners return to their previous base(s).
 - ii. If, in the opinion of the umpire, the contact did not have a material effect on the play, it is considered incidental contact and the play continues.
- b. FOUL TERRITORY
 - i. Foul ball, batter is out if it results in a third strike.

SECTION 4D-4 - Batting Line-up rules

1. LINE-UP:

- a. Teams can bat as many players as they want up to a total of 14 in the starting order. Teams can field a maximum of 10 fielders. All other hitters in the line-up are Extra Hitters (EH).
- b. No PLAYER may bat more than once in the line-up.
- c. If a team cannot field/bat 10 players, they are permitted to play with as few as eight (8) players.

2. Co-ed Divisions [maximum Men/Women ratios]

# of batters	Co-ed 5/5	Co-ed 6/4
8	4 men/4 women	5 men/3 women
9	5 men/4 women	6 men/3 women
10	5 men/5 women	6 men/4 women
11	6 men/5 women	7 men/4 women
12	6 men/6 women	8 men/4 women
13	7 men/6 women	8 men/5 women
14	7 men/7 women	9 men/5 women

3. In all co-ed divisions, teams may play more women than the minimum ratio.

a. Ex. In Co-ed 5/5, a team could play 2 men and 8 women.

4. Co-ed 5/5 - Teams must alternate male/female batters.

- a. If a team plays with one more male player than female players, they may have two consecutive male batters only at the end of the line-up (ex. 11th & 1st batter)
- b. If a team plays with more women than men, they may not have two consecutive male batters.

Co-ed 6/4 - Team must bat four women in the first 10 batters.

- c. Within those ten batters, teams can bat in any order they want. All special walk rules remain in effect (a man walked with a woman on deck will be awarded 2nd base).
- d. If a team has only three (3) women, the Restricted Batting Line-up rules are in effect.

5. INJURED PLAYER REMOVAL

- a. If a player is injured and cannot continue to play, and the team does not have a substitute or replacement player, they may be removed from the line-up with no penalty. When the injured player's turn at-bat comes up, it will be skipped over to the next batter.
- b. If the injured player's turn at-bat is skipped they may not re-enter the game and a substitute may not be put in the game

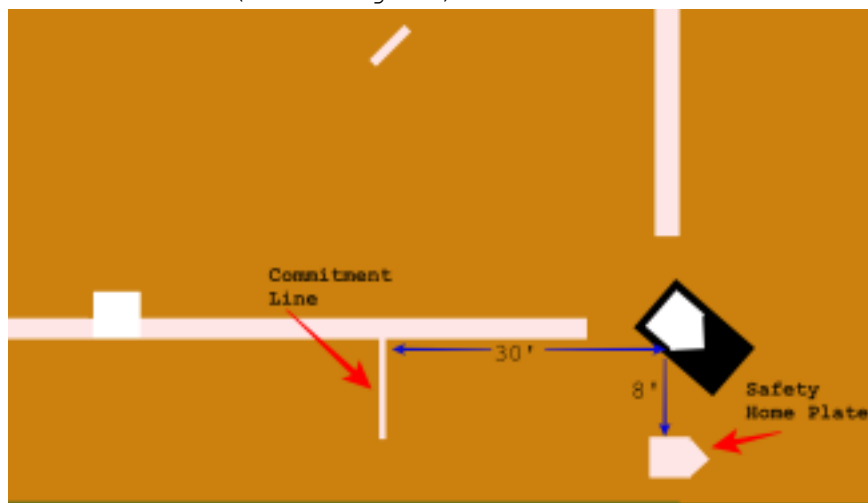
6. EJECTED PLAYER REMOVAL

- a. If a player is ejected from the game for any reason, and the team does not have a substitute or replacement player, the team will take an automatic out each time that player's turn in the line-up comes up.
- b. The opposing team may intentionally walk the batter in front of the automatic out created by an ejection.
- c. If the team with the ejected player is batting 11 or more and does not have a substitute available for the ejected player, they are permitted to deploy 10 fielders when on defense but are still required to take an automatic out at the ejected players batting position.

7. Late line-up additions: Once a team goes through the line-up once, they may not add any Extra Hitters. Teams that start with less than 10 players can add those players to the bottom of the line-up when they arrive.
- Example: If a team starts the game with nine (9) players, and their 10th player arrives after they have turned the line-up over, the 10th player may be added to the bottom of the line-up
 - Example: If a team starts the game with 10 or more players, no players may be added to the line-up once the line-up has been turned over.

SECTION 4E - BASERUNNERS

1. SAFETY HOME PLATE (see diagram)

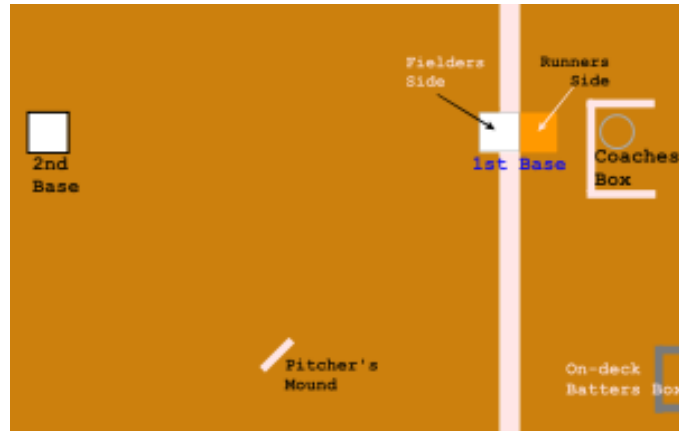


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- For all leagues, a "safety" home plate will be placed 8' from the primary home plate. All plays at home are FORCE outs. The offensive players are required to use the safety plate and are not permitted to tag the primary home plate or the "strike mat". [See diagram]
- If the runner tags the safety plate before a defensive player tags the strike mat, the run scores.
- A commitment line shall be marked across and perpendicular to the foul line and placed 30 feet from home plate. Once a runner has crossed the commitment line, he/she cannot return to third base and must continue home, the runner may not be tagged out by the defensive player, and the defensive player must touch the Home Plate Mat.
 - "CONTINUED PURSUIT". A fielder in possession of the ball, and in the act of attempting to "tag out" the runner going home, may continue to pursue the runner past the commitment line to record an out by a tag.

1. This is the only exception to the force out at home plate.

- e. The defensive team can touch any part of the home plate "strike mat" to record an out.

2. DOUBLE BASE - SAFETY FIRST BASE



- a.
- b. In all leagues a "double" base will be used at 1st base. The "ORANGE" section is for the Batter/Runner. The "WHITE" section is for the fielder(s).
 - i. The "ORANGE" section of the base is only in play on force plays at 1st base and is not live for any other plays (ex. Runner tagging up; retreating back to the base; avoiding a tag after already being called safe)
 - 1. The rule enforcement applies ONLY when the fielding team is attempting to get the batter out at 1st base after the ball has been hit safely in fair territory.
- c. Fielder obstruction:
 - i. If a fielder(s):
 - 1. Blocks the "ORANGE" base the runner will be called safe.
- d. Runner interference
 - i. The Batter/Runner will be called out if:
 - 1. They make contact with the fielder while the fielder is standing on or attempting to tag the "WHITE" base:
 - 2. They tag the "WHITE" base while an attempt to get them out is being made:
- e. SAFETY EXCEPTION
 - i. "Safety Switch"
 - 1. The fielder has the right to attempt to field or catch a batted or thrown ball.
 - a. If the throw or a deflection takes the fielder into a spot when "safety" dictates

they need to use the "ORANGE" base, then they will not be called for obstruction.

2. If a fielder is in the Batter/Runner's path in attempting to go to their base, they are permitted to use the "WHITE" base or to run to the outside (foul territory) of the "ORANGE" base to avoid making contact with a fielder(s).
3. If a fielder is blocking the Batter/Runner's attempt to tag either base, the runner is permitted to veer off to the right (in foul territory) and is not required to touch the base.

3. STEP-OFF RULE

- a. Upon request, runners on 1st and/or 3rd base may ask the umpire(s) to "step-off".
- b. Violation of the "step-off" rules is not an appeal play and will be made by the umpire(s) at the time of the infraction.
- c. Any runner that elects to use the "step-off" rule must take a position at least as far off the base in the designated box. The runner may stand farther away from the base in the coaching box.



- i. The runner may not move or leave this area until the batter makes contact with the ball.
- ii. The runner must return directly to the base after the batter puts the ball in play.
- d. If a runner leaves the designated area before the batter makes contact, they are out.
- e. If a runner does not return to the base before attempting to advance to the next base, they are out.
- f. The runner in the step off area is considered to be a force out at the base they are off of. If the fielder has the ball and touches the base before the step-off runner has returned, the runner is out, and any other force plays in effect remain.
 - i. Ex. Bases loaded and the runner on 3rd base is in the "step-off" box. A ground ball is fielded by the third baseman and he/she touches third base before any runners return/arrive, then both the runner on 3rd and the runner on 2nd base are out.

4. INTERFERENCE

a. Base coach:

i. Runner(s) may be called out in the following situations:

1. A runner or runners will be called out if they receive physical assistance from a coach.
2. If the Base coach prevents the defense from making a play or attempting to make a play on a runner.
3. If the Base coach attempts to intentionally deceive a fielder(s) during a play.

b. The Batter/Runner will be out in the following situations:

i. Intentionally preventing a fielder from attempting to field a batted or thrown ball.

c. The runner will be out, and the batter or other runners may also be called out, in the following situations:

- i. Throwing up hands to prevent a throw
- ii. Simulating an attempt to catch the ball
- iii. Intentionally distracting a fielder from catching a thrown or batted ball

d. Team equipment on field

- i. If equipment is left on the field (bat, gloves, etc.) and is hit by the ball or interferes with the defense the lead runner(s) will be called out.

e. Gate left open

- i. If the ball goes out of play through an open gate on the offensive team's side, it is a dead ball and the umpire(s) will place the runner(s) on the appropriate base(s).

f. On-deck batter

- i. If the on-deck batter interferes with the defense in any way, the lead runner will be called out.

5. INFIELD FLY RULE

a. Rule applies only with runners on 1st & 2nd base; or 1st, 2nd, & 3rd base; with less than two (2) outs.

b. On a ball hit in the air on or near the infield surface that, in the opinion of the umpire(s), should be caught with "ordinary" effort, the umpire will announce, "INFIELD FLY, BATTER IS OUT".

c. If the ball, in the opinion of the umpire, may land in foul territory, the umpire will announce, "INFIELD FLY IF FAIR".

d. If a batted ball called an "INFIELD FLY" is not caught, the batter is still called out, and runners may attempt to advance at their own risk and are not forced out at any base.

e. If a ball that is called an "INFIELD FLY" lands and hits the ground in fair territory and then rolls into foul territory before being touched by a fielder and before reaching 1st or

3rd base, the result is a foul ball and the batter is NOT OUT (unless it is the 3rd strike).

- f. If a ball that is called an "INFIELD FLY IF FAIR" lands and hits the ground in foul territory and does not enter fair territory before being touched or time being called, it is a foul ball, and the batter is NOT OUT (unless it is the 3rd strike).

6. TAGGING UP

- a. With less than two outs, runners may attempt to advance at their own risk on a ball caught by any fielder.
 - i. The runner is permitted to leave the base upon first contact of the batted ball by the fielding team.

7. NO STEALING-LEADING OFF-LEAVING THE BASE

- a. Runners must remain on the base until the batter makes contact with the pitched ball. A pitch not contacted by the batter is a dead ball.
- b. Runners at all bases are not permitted to leave the base until the batter has made contact with the ball.
 - i. Penalty is a "no pitch" and the runner(s) are out.

8. BASERUNNER SLIDING/SURRENDERING

- a. Baserunners are not required to slide at any base.
- b. A baserunner that elects not to slide may not interfere with the play in any way, including preventing the fielder from making a throw or a catch.
- c. Once out on a force out at any base, the baserunner must make every effort to avoid further involvement in the play.
- d. A baserunner that "surrenders" on a force out play is not considered out until the fielding team tags the base in possession of the ball.
 - i. Ex. If a runner is forced at 2nd base and veers off and outside the "base path", and the fielding team drops or misses the ball, the runner is permitted to attempt to safely tag 2nd base.

9. OVERTHROW OUT OF PLAY

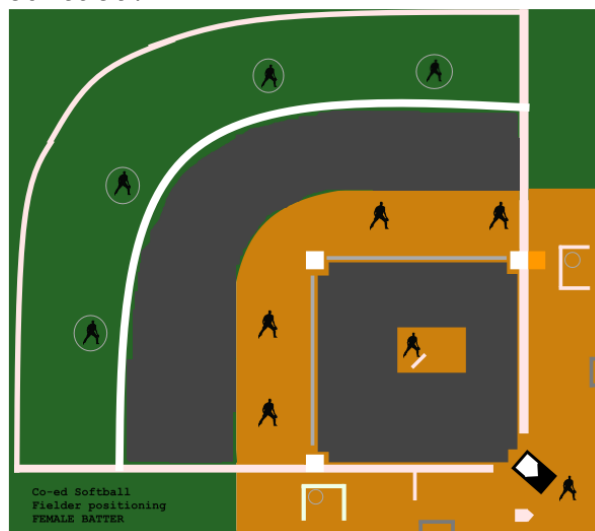
- a. Runners advance one base from the base they were going to.
 - i. Ex. If the runner is attempting to advance from 1st to 2nd base and the throw goes out of play, the ball is dead, and the runner will be considered safe at 2nd and will be awarded 3rd base on the dead ball.

SECTION 4F - FIELDING

1. PLAYER POSITIONING

- a. MEN'S LEAGUES:

- i. No restrictions on deployment of fielders
 - ii. Infielders must be behind an imagined line from the pitching rubber and the foul line.
 - b. CO-ED LEAGUES:
 - i. The fielding team may not make any mid-inning changes of the fielding positions.
 - 1. Exception - Fielding team may change the pitcher during an inning
 - 2. Exception - Fielding team may make a change due to injury
 - ii. Defense may have a maximum of four (4) infielders [not including pitcher and catcher] on the "dirt" when a woman is batting.
 - iii. Defense must have all outfielders behind the 185' restraining line when a woman is batting.
- 2. CO-ED LEAGUES - Encroachment - Infield/Outfield
 - a. If a team violates the positioning rules when a female batter is up, the batter is placed on 2nd base and all runners that are forced will advance accordingly.
 - i. The batting team can choose to take the result of the at-bat instead of the penalty enforcement.
- 3. CO-ED LEAGUE - Positioning rules:
 - a. When a woman is at-bat:
 - i. All infielders must be even with or behind the baseline (see diagram)
 - ii. All infielders must be "on the dirt" and may not be positioned in the outfield grass.
 - iii. All outfielders must be behind the outfield arc (a line is denoted in the grass) and may not move [once they have established their position] until the batter makes contact.



iv.

4. All teams must provide their own catcher. If they field less than the maximum 10 players, they may not have the other team provide a catcher or use an ineligible player.
5. Fielding/Positioning rules:
 - a. Co-ed 5/5 - A team that plays with five (5) or more women can play each fielder in any position without restrictions or conditions.
 - i. If a team has only four (4) women they are allowed to play a woman at the Catcher position and play with eight (8) or nine (9) fielders.
 - b. Co-ed 6/4 - A team that plays with four (4) or more women can play each fielder in any position without restrictions or conditions.
 - i. If a team has only three (3) women they are not allowed to play a woman at the Catcher position.
6. OBSTRUCTION
 - a. At first, second, and third base, any fielder not attempting to make a play cannot stand on the base or directly in the runner's path. If the fielder does so, and a collision ensues, the runner will be awarded the appropriate base(s) and the fielder may be ejected.
 - b. All fielders have the right to attempt to recover a loose ball or attempt to catch a batted ball or a throw.
7. FIELDING ACTIONS
 - a. Intentionally dropped batted ball
 - i. With less than two (2) outs and a runner only on 1st base or runners on 1st and 3rd only:
 1. The fielder(s) is not allowed to intentionally drop the ball when it hits their glove. The result is a dead ball and the batter is out.
 2. The fielder is permitted to let a batted ball drop without attempting to make a catch. The result is a live ball.
 - b. Throwing a glove
 - i. If the fielder contacts a batted or thrown ball by throwing their glove at the ball all runners will be awarded at least three (3) bases. The umpire has the discretion to award the batter four (4) bases.
 - ii. In addition to the enforcement of the above rule, upon:
 1. First offense: Warning to fielding team for unsportsmanlike conduct
 2. Second offense: All runners are awarded four bases
 3. Third offense: Player(s) is ejected from the game
 - iii. If a fielder attempts to contact a batted or thrown ball by throwing their glove and misses the ball:
 1. First offense: Warning to fielding team for unsportsmanlike conduct

2. Second offense: All runners are awarded at least three (3) bases
3. Third offense: Player(s) is ejected from the game

8. FAKE PLAYS:

- a. No deceptive actions by the fielders are permitted.
 - i. This includes intentionally attempting to tag a runner while not in possession of the ball.
 - ii. Simulating catching the ball when a throw is not coming to the fielder
 - iii. Any verbal comments that may affect the runner's decisions.
 1. First offense - Warning
 - a. If a runner is injured, or may have been injured, by the fielder's actions, the fielder is ejected without a warning.
 2. Second offense - Player(s) is ejected from the game.

SECTION 4G - SUBSTITUTION

1. SUBSTITUTION: Players are free to enter and re-enter the game without penalty. The following substitution rules apply:
 - a. A substitute player can enter the game at any time (either in the field or batting)
 - b. If a woman is removed from the game, another woman must replace her in the field and in the line-up.
 - c. A substitute player MUST have at least one turn at-bat before the player that was removed for them may return to the game. (See example below)
 - d. A player that leaves the game MUST be replaced in the batting order or their spot becomes an automatic out.
 - i. Example: Jane starts the game for team X. She is batting first and plays catcher. Team X is the visiting team and after one full inning they make a substitution and remove Jane and place Sue in her spot. In the second inning, Sue bats in Jane's spot in the line-up.
 1. In the above example, after Sue bats in the second inning, Jane can return to the game ONLY for Sue, batting in the first spot.
 - ii. If a player is injured, the normal substitution rules may not apply. The injury exception is detailed in: Section 4D-4 Rule(5) (a).
2. COURTESY RUNNER
 - a. Batter must touch 1st base on their own to be safe. A batter that leaves the field of play before/without touching 1st is out.

- b. Before putting in the courtesy runner, the team must wait for time to be called and then ask the umpire BEFORE making the switch.
 - c. The courtesy runner exchange is made when the replacement runner touches the base.
 - d. If the team is eligible for a courtesy runner the Umpire will announce the change (Ex. "Courtesy runner on 1st")
 - e. Teams may run for the same player more than once during one inning.
 - i. The team does not have to use the same replacement runner.
 - f. If the team is NOT eligible for a courtesy runner because it has already been used, the umpire(s) will not acknowledge the request.
 - i. Once the replacement runner touches the base the runner is automatically out (this is not an appeal play)
 - g. The "courtesy" runner may not be changed during an inning.
 - h. If the "courtesy" runner is due up to bat, the base runner replaced is out, and the player will take their turn at-bat.
 - i. If removing the runner ends the inning, that player will lead off the next inning.
 - i. MEN'S LEAGUES
 - i. Each team may have one (1) courtesy runner per inning. The replacement runner may be any player on the eligible roster.
 - j. CO-ED LEAGUES
 - i. If a male batter that requests a courtesy runner is walked in front of a female batter and is awarded 2nd base, the batter must touch 1st & 2nd base on their own to be safe. A batter that leaves the field of play before/without touching both bases is out.
 - 1. Exception: If the batter is listed as "MCR" they only have to touch 1st base and the replacement runner may touch 1st base and advance to 2nd base.
 - ii. Each team may have one (1) courtesy runner per inning for a male player and one (1) courtesy runner for a female player. The replacement runners may be any player on the eligible roster.
 - 1. A female player must run for a female player.
 - 2. A male or female player may run for a male player.
 - 3. Exception: The same player may receive a courtesy runner more than once during one inning.
3. MEDICAL COURTESY RUNNER [MCR]
- a. Prior to the start of the season and during the entire season teams may request a "Medical" courtesy runner for a player(s) on the team roster.

- b. Teams may have a maximum of two (2) "Medical" Courtesy Runners in the line-up for each game.
- c. **LAST AVAILABLE PLAYER.** The "medical" courtesy runner is the last player in the line-up that is available (not on base) and the batting team does not get to select the runner.
 - i. A player that is replaced with a Courtesy Runner during an inning is NOT considered an AVAILABLE PLAYER.
- d. Players approved for a "Medical" courtesy runner are required to have the replacement runner every time they reach base.
 - i. A player that is designated "MCR" may choose not to have a runner during a game. The team must inform the umpire(s) prior to the start of the game and they are not allowed to receive the "medical" runner for the entire game.
 - 1. This will not affect the MCR status for that player going forward or in other leagues.
 - 2. The team may elect to use a regular courtesy runner for the MCR player.
- e. Players that are approved for "Medical" courtesy runner will be listed on the roster with the MCR designation; however, they are not required to use the MCR for all leagues in which they participate.

SECTION 4H - APPEAL PLAYS

- 1. The fielding team is required to make an appeal to the umpire if they believe:
 - a. Runner(s) missed a base
 - b. Runner(s) left base early on a tag up
 - c. Team used an illegal bat
 - d. Team is batting out of order
- 2. The fielding team does not have to appeal
 - a. A violation of the step off rules
 - b. Interference by a runner, base coach, on-deck batter, or spectator
- 3. Neither team is required to appeal the use of:
 - a. An ineligible player
 - b. An illegal player

SECTION 4I - PARTICIPANT CONDUCT

- 1. The facility rules and regulations and the league rules will be enforced at all times. All participants are expected to comply with those rules.
- 2. TSF staff and the umpires will be in complete charge of all games and the time in between games. Any harassment of an Umpire or TSF

staff member before, during, or after a game will not be tolerated and may lead to ejection and/or suspension. Umpires and League Staff are authorized to eject players from the present game and/or future games.

3. No profanity will be tolerated at the Okeeheelee Softball Complex and Parking Area by players or spectators. Umpires and TSF staff have the authority to eject any player, coach, or spectator for using profanity (this includes anything that discriminates against race, color, religion, disability, sex, age, national origin, ancestry, marital status, familial status, sexual orientation, gender identity or expression, or genetic information).
4. During the game, the team at bat:
 - a. Must have the dugout gate closed during play and no players (or coaches and spectators) may be on the field of play other than those designated below:
 - i. may have one (1) on-deck batter [in the designated "on-deck" area (see diagram)
 - ii. may have one (1) base coach at 1st base and one (1) base coach at 3rd base
 - iii. Violation of these rules results in:
 1. 1st offense - Warning
 2. 2nd offense - The current batter will be called out
 3. 3rd offense - Offending player(s) is ejected
 4. 4th offense - Forfeiture of game
5. During the game, the team in the field
 - a. Must have the dugout gate closed during play and no players other than fielders (or coaches and spectators) may be on the field.

SECTION 4J - PROTESTS

1. Protests will only be accepted if they are specifically regarding a decision made by the officials that the team believes violates the Rules of Play. Judgment calls (safe/out; ball/strike; fair/foul) are not subject to review.
2. If a team elects to protest a game, they must do so at the time of the play or discovery of the violation.
 - a. A team may protest a game before it starts for a suspected pre-game violation
 - b. A team may protest a game during play for an incorrect rule application
 - c. A team may protest a game after it has concluded if they discover a violation that was not known while the game was played.

3. To protest the game, the team representative must notify the umpire they intend to protest the game and then either the game umpire or the site supervisor will take the following information:
 - Inning
 - Number of Outs
 - Batter due up next
 - Elapsed time
 - Reason for the protest
4. Teams may protest:
 - a. the use of an ineligible or illegal player
 - b. incorrect home/visitor
 - c. incorrect application or interpretation of a game rule
5. In a game under protest, after the conclusion the team manager will be contacted and given the option to have the protest reviewed.
6. Teams requesting a protest review are required to pay a \$50 deposit which will only be returned if the protest is upheld.
 - a. The team requesting a protest review will be required to submit a statement illustrating what they are protesting and why it should be granted.
 - b. If a team goes forward with the protest, the review will be conducted within 24 hours and a decision will be made within two (2) days.

SECTION 5 – EJECTIONS & SUSPENSIONS

1. Any ejected player has two (2) minutes to collect their possessions and leave the field and they must leave the Okeeheelee Softball Complex and Parking Area immediately. Play will not resume until the ejected player has left the field and is leaving the facility.
 - a. If an ejected player (a) refuses to leave, and/or (b) continues to act in an unsportsmanlike manner; it will result in a forfeit loss for his/her team. A second violation of this rule may result in a suspension from the league.
2. A player ejected from a game may be suspended from league play for a specified number of games starting with the next scheduled game. The length of the suspension will depend on the severity of the infraction(s) and will be determined by the League Director and Commissioner(s)
3. A suspended player will not be permitted within the program area of the Okeeheelee Softball Complex and Parking Area during game nights throughout the duration of their suspension.

- a. Ex. If a player is suspended for actions in the Tuesday Men's league and also plays on a team on Thursday and/or Friday, they are not permitted to play or be at the facility for any of the divisions until the term of the suspension is completed.
- 4. A player that violates the terms of a suspension decision will be disqualified from all programs for the remainder of the season at minimum.

SECTION 6 - SCHEDULE; RE-ALIGNMENT; STANDINGS; PLAYOFFS

1. SCHEDULE

- a. The league schedule for all divisions will be distributed to the team managers and posted on the official league website.
 - i. Program rules permit the League Director to schedule games on a different day than the regularly scheduled "league night".
 - 1. The league is not permitted to schedule a team for more than two (2) regular season games on a day other than the regularly scheduled game day without the consent of the team.
 - Ex. A team in the Tuesday night Men's league will not be scheduled to play more than two games on a Monday night.
- b. In divisions with a competitive re-alignment review (see below), only the schedule for the first half of the season will be distributed and posted prior to the start of the regular season. The second half schedule will be distributed after the re-alignment review is completed.

2. HOME/AWAY

- a. Home and Away pre-determined by the league.
- b. On all game days, the schedule for each field will be posted on the dugouts on each field.

3. RE-ALIGNMENT

- a. All divisions have mid-season re-alignment as an option for the League Director and Commissioners.
 - i. With leagues that have 6 or more teams in a division, re-alignment review occurs after the 5th game of the season.
 - ii. League directors will determine if teams need to be moved up or down a division or if the divisions need to be reset.
 - iii. If a team is moved up to a higher division (ex. C to B) they may automatically qualify for the playoffs in the division they are moved into.

1. Teams that are moved up a division with an undefeated record automatically qualify for the playoffs.

4. PLAYOFFS:

- a. The top four teams, as long as they are in good standing, in each division qualify for the playoffs.
 - i. Exception - If a team is moved up from a lower division during mid-season re-alignment with an undefeated record they automatically qualify for the playoffs and that division may have five (5) teams in the playoffs.
 - b. Seeding tie-breakers. If two or more teams are tied in the standings, the following method will be used to determine seeding/qualification.
 - i. TWO TEAMS TIED
 1. Head-to-Head record
 2. # of forfeit losses
 3. Roster Evaluation score
 4. Strength of Schedule
 5. Average defensive runs allowed
 6. If the tie cannot be broken, a play-in game will be scheduled.
 - ii. THREE (or more) TEAMS TIED.
 1. The top team will be determined and then the remaining teams will be seeded if necessary.
 2. Head-to-Head combined records
 3. # of forfeit losses
 4. Roster Evaluation score
 5. Strength of Schedule
 6. Average defensive runs allowed
5. Player playoff eligibility: A player must meet the minimum eligibility requirements.
- a. Players must have appeared in at least two (2) regular season games.
 - b. For a player to be eligible for teams in multiple divisions on the same league night, they must appear in a minimum of six (6) regular season games for each team.
 - i. If the player appears in six (6) or more games for one team and five (5) or less games for another team, they are only eligible for the team in which they appeared in six games
 - ii. If a player appears in more than two games for multiple teams but less than required 6 games for multiple team eligibility, they are only eligible for the playoffs with the team they played the most games.
 1. Note. If a player appears in three (3) games for two different teams, they are eligible for the team they played 3 games with first.

SECTION 7 – FORFEITS; GAME CANCELLATION; DELAYS; OFFICIAL DECISIONS

1. FORFEITS:

- a. If a team is unable to field enough players by the scheduled game start time, then the game is considered a forfeit (see the minimum player rules)
 - i. An "ANNOUNCED" forfeit occurs when a team notifies the League Office that they are unable to field a team before 3pm on the day of the game.
 - ii. An "UNANNOUNCED" forfeit occurs when a team forfeits because they do not appear and do not contact the League Office before 3pm on the day of the game. If less than four (4) players are on-site at game time, it is considered an "UNANNOUNCED" forfeit.
 - iii. If a team has more than four (4) players representing the team, but does not end up with enough to play, it is considered a "REGULAR" forfeit.
 - iv. If the misconduct of a player or spectator results in the game being called a forfeit it is considered a "MISCONDUCT" forfeit.

2. CONFERENCE WITH OFFICIAL(S):

- a. Only the player designated as the captain by the team prior to the game is allowed to conference with the umpire(s) during the game.

3. Rain Delays

- a. Before play begins
 - i. If a rain delay of at least 15 minutes delays the start of play, the first scheduled games may be postponed and re-scheduled.
- b. In game procedure
 - i. Once game play has started, if a delay is 10 minutes or less, if time permits, the game(s) will resume from the stoppage point.
 - ii. If a stoppage lasts longer than 10 minutes, the game(s) will be suspended and resumed or replayed at a later date.
 - 1. Last game of the day exception: If time permits, and no other games are scheduled on a field(s) that had a game stopped for a weather delay, the site supervisor may waive the 10-minute rule.

4. Game cancellation process

- a. If a game is suspended or delayed because of a weather delay, that does not necessarily mean that the remaining games have been cancelled. Team representatives will be notified regarding game status.
- b. Rain-out hotline – (561) 501-1943
 - i. Updated on game days at 4pm

c. E-mail notification

- i. Team representative(s) will receive a message ONLY when the games are cancelled or delayed

SECTION 8 - ADMINISTRATION - "GOOD STANDING" AND CONDUCT RULES

1. RIGHT TO RETURN

- a. All teams that are in "good standing" will have the right to register their team for the next upcoming season during the special early registration period.

2. NON-COMPLIANCE

- a. A team cited for non-compliance three (3) times during one season, including any mandatory pre-season requirements, will no longer be considered in "Good Standing" and will lose the option to register during any special sign-up periods.
- b. Offenses that a team will cited for non-compliance include:
 - i. Failure to be represented at a mandatory meeting when TSF offers at least two (2) different options.
 - ii. Failure to submit the pre-season roster form and contact information.
 - iii. Failure to submit the line-up card on time two (2) or more times.
 - iv. Misconduct by children and/or spectators of the team.
 - v. Failure to respond to multiple requests from league staff to cease activity (turn off music; smoking; etc.)
 - vi. Three (3) or more combined "ANNOUNCED" or "REGULAR" forfeits during the season, including playoffs.
 - vii. Two (2) or more "UNNANOUNCED" forfeits during a season, including playoffs.

3. UNSPORTSMANLIKE BEHAVIOR

- a. A team that is cited for unsportsmanlike behavior three (3) times during one season will no longer be considered to be in "Good Standing".
- b. We expect all participants and spectators to act in the proper manner. This includes not doing the following:
 - i. Playing inappropriate and/or loud music.
 - ii. Trash talking to opponents or spectators.
 - iii. Disrespectful words or actions to TSF staff, including supervisors and umpires.

4. GROSS MISCONDUCT

- a. A team that is cited for gross misconduct at any point during the season will no longer be considered to be in "Good Standing".

- b. Gross misconduct includes egregious conduct that results in player ejections and/or teams forfeiting the game. Examples of gross misconduct:
 - i. If an ejected player refuses to leave the facility and the team forfeits the game as a result.
 - ii. If anyone from the team physically confronts a spectator, opponent, or TSF staff member.
 - iii. If anyone from the team, including spectators, threatens a TSF staff member.
 - iv. If anyone from the team, including spectators, threatens a player or spectator from another team.
 - v. Fighting.

SECTION 9 – ADMINISTRATIVE RULES

PRE-SEASON MANAGERS [TEAM REPRESENTATIVE] MEETINGS

- Before every season, TSF will host a minimum of two (2) manager's meetings a minimum of ten days before the start of the upcoming season.
- All teams will be required to have a representative attend at least one (1) meeting.

ELIGIBLE PLAYER DATABASE

- On the official league website, TSF will maintain a continually updated database that lists by name (LAST NAME, FIRST NAME) all individuals that are eligible to participate in TSF programs at Okeeheelee Park
- MISREPRESENTING THE IDENTITY OF A PLAYER(S)
 - o Any team or player that is found to have misrepresented the identity of a participant will have severe consequences imposed, including the possibility of a permanent banishment of the player or player(s) and the disqualification of the team from the league.

LIABILITY WAIVER FORM

- To be eligible to participate, all individuals must be 18 years of age or older and are required to submit a completed waiver form PRIOR to participating. The form is available online through a link on the Eligible Player Database page. The form is also distributed to all team managers and blank forms are available on each softball field at Okeeheelee Park.

SECTION 10 – PARK/FACILITY RULES & REGULATIONS

TSF will comply with all applicable County, State, and Federal laws and regulations.

Commercial activities

- Palm Beach County, Florida - Code of Ordinances - Sec. 21-36 "(b) No person shall advertise or offer for sale any article, material, or service, nor place any stand, cart, or vehicle for the transportation, sale, trade or display of any article, material or service for sale or trade within any park area unless in conjunction with a permitted use of a reserved park/facility area or concession permit/contract."
- All vendors must be registered with TSF and have approval from Palm Beach County. Any unauthorized vendors will be asked to leave and Palm Beach County will be notified.
- Promotion on-site, including the common areas and parking lot area, of the softball fields is prohibited unless the individual or organization has approval from Palm Beach County.

Parking lot

- The parking lots are considered part of the softball facility. If a player or spectator is ejected from the "playing area" they are required to leave the parking lots as well.

Weapons

- Palm Beach County, Florida - Code of Ordinances - Section 21-28: "No person shall use or possess firearms, weapons or trapping devices within any park property except in accordance with Florida Statutes or upon prior approval from the Director."

Pets

- Pets are not permitted in the softball complex. If necessary, individuals may be asked to remove the animal(s) and/or leave the softball complex area.

Alcohol

- NO ALCOHOLIC BEVERAGES. Any participants or spectators found to be in possession, or under the influence of alcohol during a game or in the Okeeheelee Softball Complex and Parking Area will be disqualified from the league for the remainder of the season.

Tobacco use

- Smoking/Vaping is not permitted in the Okeeheelee Softball Complex and Parking Area. Individuals found smoking or vaping will be warned and asked to stop. A second warning will result in the person or persons being asked to leave the facility.



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