

## SAN DIEGO SOFTBALL - MISSION BAY YOUTH FIELDS - 3 PITCH RULES

League rules shall be based upon the current ASA rule book, with the modifications as detailed in "House Rules."

### General Rules, Ground Rules & Equipment

Teams may carry 20 players on the roster. Rosters must be turned in by the first game, and may be changed until the halfway point in the season. In order to be playoff eligible, you must play in 2 league games.

Each game will be 7 innings or 55 minutes, whichever comes first. No new inning shall begin after 55 minutes. In case of a tie, one extra inning shall be played, using the modified ASA international tie breaker rule (last out of previous inning on 2<sup>nd</sup> base; one pitch per batter). All games tied at this point, remain a tie.

Run Rule: If a team is winning by 15 runs after 40 minutes or 5 completed innings, the game shall be considered complete, regardless of time remaining in the game. To prevent a forfeit, a **Grace Period** of 10 ten minutes may be allowed at the beginning of each game. **The ten minutes will be deducted from game time.** Teams that forfeit are responsible for umpire's fees for both teams, no exceptions. You will not be allowed to continue league play until this is paid!

ASA re-entry rule is NOT allowed.

Cones will be placed 175 feet from home plate. When a woman is at bat, the defense must have at least 3 fielders behind the outfield cones when the pitch is released by the pitcher. These outfielders must remain behind the cones until the pitched ball reaches home plate. Failure to have 3 fielders behind the cones as required shall result in a dead ball, and the batter awarded first base. Baserunners advance only if forced.

No metal spikes are allowed. Multi-purpose shoes or tennis shoes only. No football or soccer cleats. No work boots, sandals, or bare feet.

No double or triple wall or sleeved bats, or any bats on the official league list of banned bats are allowed.

Foul territory at Mission Bay is defined as follows: Right Field is the fence line. Left field is the imaginary line from the home run fence, where the yellow home run cap ends, to the 1/2 fence near the 3rd base dugout. Any ball, which travels outside the field of play, shall be a dead ball. Additional awarded bases, if any, shall be given as prescribed in the current ASA rule book.

### Pitching, Batting & Baserunning

Batters receive up to 3 pitches (pitch to your own team). Pitchers must be at least 30 feet from the batter to pitch.

To begin a game, each team shall have a minimum of 10 players, of which at least 4 shall be women. Exception: An 8 player team shall play the game with no more than 5 men (5 + 3), or a 9 player team with no more than 5 men (5 + 4). For a team to have 6 men, it must have 4 women. If a team has more than 10 players, of which at least 4 are women, that team may additionally bat equal numbers of men and women. (e.g. 7 + 5, 8 + 6, etc...).

Teams must bat their lineup in a boy, girl, boy, girl order, thru the first 8 batters (or 6 batters if playing short handed). The remaining 2 men will bat at the end of the order. If a team has more than 10 players, of which at least 4 are women, that team may additionally bat equal numbers of men and women. (e.g. 7 + 5, 8 + 6, etc...). If a team has at least 4 women and more than 6 male players, then all the rostered players may bat under the following condition: The batting lineup shall be boy-girl. Two separate lineups shall be established – a male lineup and a female lineup. The batting order shall alternate between the two lineups so that the batting order is always boy-girl. The female batters will get more at bats than the male batters. If a team elects to bat all of their players using the alternating lineup/batting order, then the players may be rotated into the defensive positions at anytime. However, at all times for all teams, the defensive alignment shall have at least 4 women, unless the team is playing with the 5 men + 3 women exception. Men and women may play any defensive position. e.g. The catcher can be a man.

If a team with 4 female and more than 6 male players elects not to bat boy-girl, then the male players not listed on the original lineup card of 4 women and 6 men shall be listed as substitutes and shall not play until they take another male's position in the lineup (straight substitution). No Re-entry is allowed. Once a player has left the game, he/she may not return under any circumstances.

Home Run Rule is 1 up. Your total number of "over the fence" home runs can never be greater than 1 more than the total number of your opponent's home runs. **All additional "over the fence" HR's are an OUT.** In the event an outfielder makes contact with a batted ball that has sufficient height and distance to clear the fence, the batted ball shall be considered a four base error and shall not count toward the "over the fence" home runs. Whether contact occurred shall be solely the judgment of the umpire.

The "Commit Line," located halfway between third and home plate may not be recrossed. Recrossing is an out - this is an appeal play!

All plays at home plate are force outs, once runners cross the commit line. Tagged runners are NOT out. Runners shall touch the mat. Any baserunner touching home plate or the balls and strikes mat shall be automatically out. Fielder touches the natural home plate. Sliding is NEVER allowed at home plate or at the mat — This is an automatic out. The catcher must make the first attempt on all plays at home (chasing an overthrow at home shall be considered a "first attempt"). Remember, this rule is in place to protect the catcher from injury.

When a batter-runner is running through 1st base (batter-runner does NOT make a turn toward second base), the batterrunner MUST step on the orange safety bag, not the white first base bag. This is done for safety reasons, to avoid collisions at 1st base. If the batter-runner steps on the white bag instead of the orange bag, this is an automatic out on the batterrunner (regardless if the defense made a play at first base on the batter-runner). If the batter-runner actually turns toward second base, the batter-runner may step on the white first base bag. If the out on the batter-runner (for failing to touch the orange bag) is the third out, no run shall score. Failure to touch the orange bag is not an appeal play. Bottom line: If you touch the white bag, you must attempt to go to second base.

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Sliding is allowed at all bases except at home plate and the home mat.

In the event of injury, courtesy runners are allowed. Teams will be allowed only one courtesy runner per inning. Runners must be last out, same gender. If you have a prior injury that will require a courtesy runner, you should alert the umpire prior to your at bat. Once a batter-runner receives a courtesy runner, that batter-runner shall use a courtesy runner every at bat. Misuse of the courtesy runner rule shall be considered unsportsmanlike conduct (batter-runner is out and ejected).

If for injury or for any other reason, other than ejection, a player must be removed from the game, it is an automatic out their first time at bat. After that, the empty spot in the lineup is simply skipped. If the vacancy in the lineup is due to an ejection, that spot in the lineup is an automatic out every time they would have batted. Additionally, in keeping with the boy-girl batting order, the coach must either 1) remove another player of the opposite gender from the game or, 2) change to the two lineup / alternating boy-girl batting order detailed on page one of these House Rules.

Throwing a bat, whether intentional or not, is prohibited. If, in the umpire's judgment, the thrown bat was unintentional but still hazardous to any player or the umpire, the batter-runner shall be called out and all baserunners shall return to the base they occupied at the time of the thrown bat. If, in the umpire's judgment, the thrown bat was intentional, the player throwing the bat shall be ejected from the game. Outs and ejections for thrown bats cannot be appealed or protested.

### **Administrative Rules**

Teams that forfeit twice in one season -- for any reason -- are ineligible for post-season or playoffs.

Teams that forfeit are responsible for umpire fees for both teams.

Each team should keep its own scorebook in the event of a discrepancy. But, the umpire is the official scorekeeper. Should there be a score dispute, teams must have a scorebook to prove a change. No scorebook, and the umpire is 100% correct.

Protests may be made on Rule interpretations & ineligible players only. Protests on rules interpretations must be verbally registered with the umpire before the next pitch. Protests on ineligible players must be filed with the umpire before the end of the game. All protests must be filed in writing with a \$20.00 protest fee by 5 pm the next working day. Protest fees are only returned on successful protests.

Warm up: Because we are sharing a field with youth groups, all warm up must be conducted either on an unused little league outfield, or in the area between the softball field and the large baseball field. **DO NOT USE A LITTLE LEAGUE BASEBALL INFIELD UNDER ANY CIRCUMSTANCE!**

**Consumption of Alcoholic Beverages, and/or any glass containers at all San Diego Park & Rec fields is strictly prohibited. Use of tobacco products within the playing area defined by the out of play lines is strictly prohibited.**

Players ejected for any reason shall be suspended from playing in the next two (2) league games. Two (2) ejections in one season shall result in expulsion from the league for the remainder of the season, including the playoffs. Ejection during a playoff game shall result in the player being suspended for the next two (2) playoff games. Being ejected twice during the playoffs shall result in expulsion from the league for the entire following season. Further, any team caught using a player who is not on the roster will not be allowed to participate in the league playoffs, and the manager will be suspended for the remainder of the season. Use the "Add" forms available on-line and at the playing field.

### **Playoff Tie breakers:**

1. Head to Head
2. Runs Head to Head
3. Run differential, +/- season
4. Coin Toss

\*\*For 3, 4 or 5 way ties, the total number of wins in head to head competition among the tied teams is used to break the tie

### **Awards:**

1st Place Playoffs - \$100 credit towards next season  
2nd Place Playoffs - \$50 credit towards next season