

Craven County



**Recreation and Parks
Department**

Adult Co-Ed Softball Rulebook

Revised October 2021

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PLAYER CONDUCT

Section 1. There will be **NO** profanity or smoking on or around the playing field. Smoking is allowed in the parking lots only.

Section 2. A player or coach ejected for unsportsmanlike conduct will be **suspended for that game plus the next two games minimum** or up to suspension for the season or life. The player or coach can be withheld from games in other Craven County Leagues if the seasons coincide. Suspension will be determined by the Recreation Department. The suspended player or coach will not be allowed to watch, or help in any way, with games in the league that they are suspended for until they serve the suspension. Players ejected from the game must leave the property. **If the ejected person(s) does not leave, the team will forfeit the game in progress.**

Section 3. Any player or coach who physically hits another player, coach, umpire or any other person involved in the league will automatically be suspended for 1 year from the date the incident occurs, or up to life.

Section 4. **ALCOHOLIC BEVERAGES ARE NOT ALLOWED.** Anyone caught with an open container of alcohol will be automatically suspended for 2 games. Second offense will result in suspension for the remainder of the season.

Section 5. **Metal cleats are not allowed.**

- A. First offense will result in a 2 game suspension.
- B. Second offense will result in the player suspension for the remainder of the season.

Section 6. Player Registration. All players must be registered through RecDesk prior to their first game played of the season. Team captains will register under "Captain/Team Registration" and will pay the \$400.00 team fee. ALL other team members will register under "Player Registration". *Player Registration* does not include a fee, as that is covered in the *Captain/Team Registration*. Players will not be allowed to participate in any game if they are not registered and on the team roster. Any player who has not registered through RecDesk will be considered an illegal player/ineligible. If an illegal player is brought to the umpire's attention, the illegal player will be ejected from the game and unable to return. The ejected players' position in the batting order will be counted as an automatic out for the remainder of the game. The illegal player may return the following game if they have registered through RecDesk and are on the official team roster.

RULE 1 – THE PLAYING FIELD

Section 1. The playing field shall have a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.

Section 2. The minimum outfield fence distances from home plate are 300' for men and 270' for women. There is no maximum distance.

Section 3. The official diamond of the field shall have:

- A. Base lines of 65 or 70 feet.
- B. Pitcher's distance of 50 or 53 feet.

Note: Pitcher's may pitch from a position approximately 5 feet behind the pitchers plate. A temporary pitchers plate or chalk line may be used.

Section 4. The batter's box shall be provided on both sides of home plate and shall measure 5.5 feet long and 3 feet wide. It shall extend 3 feet forward and 2.5 feet to the rear measured from the center corner of home plate. The lines forming the box shall be part of the box.

Section 5. The catcher's box shall be 8 feet wide and extend to the backstop. In the event there is no backstop it shall not exceed 11 feet.

Section 6. A coach's box shall be established at first and third base. The coaches' box will measure 10 by 9 feet and will start from the bases and be 5 feet from and run parallel to the base line towards home plate.

RULE 2 - EQUIPMENT

Section 1. The official bat

- A. Maximum length: 34 inches.
- B. Maximum weight: 38 ounces.
- C. Maximum diameter: 2.25 inches.
- D. Be round or 3 sided.
- E. Must not exceed a BPF (Bat Performance Factor) of 1.20.
- F. Have a safety grip of tape, cork, or composite material to facilitate holding the bat.
- G. Made of hardwood, aluminum or other metal tubing, fiberglass, graphite composite, or bamboo.
- H. Must have a solid handle of the same material, which constructs the rest of the bat.
- I. The knob must be welded or mechanically attached to the bat. (The one-piece rubber grip, which includes the knob, is illegal). Any material added to the handle as a safety grip must not make the knob dysfunctional.
- J. The angular-handled bat is legal.
- K. Bats must have the manufacture's printing stating "Official Softball"
- L. Bats made of titanium or titanium alloys are illegal.
- M. Double and triple-walled bats that do NOT have a BPF rating are illegal.
- N. Should be free of rattles, dents, burrs, cracks and sharp edges. Bats that are broken altered or that deface the ball are illegal.
- O. Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance are prohibited and render the bat illegal.
- P. Bats, weighted bats, or approved bat weight attachments may be used in loosening up. Weighted donuts, fans, pipes, and sledgehammers are illegal and will not be used either on the field or off the field.

Notes:

1. *Bats may be screened by tournament directors. An umpire that suspects the legality of a bat should bring it to the attention of the tournament director or league administrator. Any bat can be deemed unsafe and removed from the game by the tournament director or umpire.*
2. *A player has been injured by a batted ball using a bat suspected of being illegal; tournament directors may confiscate the bat for the remainder of the tournament and possible manufacture testing at the owner's expense. In the event the bat owner refuses to turn over the bat to the tournament director, the bat will be deemed illegal and the player will be banned from all SSAA tournament and league play for 6 months.*

Effect Sec. 1 A-O. If a bat does not meet the foregoing specifications, has pronounced flat spots, dents or does not have the manufacture's printing stating "Official Softball" or in the umpire's judgment the bat has been tampered with and/or treated by a device to enhance performance, the umpire shall prohibit the use of the bat.

Effect Sec. 1 A-O.

1. A Player using a bat that exceeds the BPF of 1.20 or a bat made of titanium or titanium alloy or a double or triple-walled bat that does not have a BPF rating will be ejected from the tournament.

2. A bat is suspected of being made of titanium, titanium alloy or exceeds a BPF of 1.20 or has been repainted or suspected of being repainted, the bat is illegal and the player is ejected from the tournament.
3. A bat containing materials inside or has been or has been subject to treatments/devices used to alter the bat specifications and/or enhance performance are prohibited and render the bat illegal and the player is ejected from the tournament.
4. Any doubt what so ever, Umpires and Directors should rule on the side of safety and deem the bat illegal.

Comment: There are some older bats used by players that do not have a BPF rating. Tournament Directors will determine the legality of the bat and determine if the bat should be used or not. Wooden bats do not require a BPF rating. The manufacturer should label newer bats with a BPF. Any double or triple-walled bat that does NOT have a BPF factor is illegal.

Comment: Using only approved weighted bats or attachments is for the safety of players and spectators. Players should only warm-up while on the playing field and away from spectators.

Section 2. The official softball must have a manufacture's stamp with the COR rating and the official SSAA logo

- A. Only SSAA approved softballs will be used
- B. Each team will furnish and hit their own ball
- C. 11 7/8 or 12 inches in diameter for men.
- D. 11 inches in diameter for women.
- E. COR and Compression limits
 1. Max COR.44
 2. Max Compression 375lbs

Effect Sec. 2.

1. Pitchers are responsible to ensure they are pitching a legal ball. If a batter hits an illegal ball, there is no penalty. The ball is removed from the game and replaced with a legal ball.
2. Tournament directors/umpires may approve or disapprove game balls in which the stamp or SSAA logo has become unreadable or the ball is suspected of being altered or are questionable.

Section 3. Legally adopted gloves may be worn by any fielder. Catchers and first basemen may wear a glove or a mitt of any size; all other players are restricted to a finger type glove. The space between the forefinger and thumb shall not exceed 5 inches at the top. The webbing shall not be constructed to form any type of net or tray. There are no specific color requirements for a glove.

Note: If there is any doubt to whether a glove is legal or illegal, it shall be ruled a legal glove.

Section 4. Shoes must be worn by all players. Shoes having metal cleats or hard plastic that screw on are illegal. The cleats must be of soft molded rubber.

Section 5. Catcher's mask may be worn. It is strongly recommended that women wear masks and chest protectors.

Section 6. Safety Equipment

- A. Softball helmets may be worn by players and coaches at any time.
- B. **PITCHERS MANDATORY SAFETY MASK. *Pitchers are required to wear a softball safety mask while pitching.***
- C. Pitchers shin guards are optional.

Section 7. Equipment shall not be allowed to remain on the playing field during the game, either in fair or foul territory. An official warm-up bat or device may be kept in the area of the on-deck-circle only during that teams turn at bat.

Note: Jewelry. Items that the umpire deems unsafe or dangerous such as earrings, bracelets, watches or neck chains may not be worn during the game.

RULE 3 – THE PLAYERS AND SUBSTITUTES

Section 1. A Team shall consist of ten players, whose positions shall be designated as; (1) Pitcher, (2) Catcher, (3) First Baseman, (4) Second Baseman, (5) Third Baseman, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder, (10) Short Fielder (usually Left Center) and may have an (11/12) Additional Hitters. (Rule 3-4- G)

- A. Other than the pitcher and catcher, players in the field shall be stationed anywhere they choose on fair ground, as each pitch is made.
- B. The pitcher, in delivering the ball must be in a legal position at the pitcher's plate.
- C. As each pitch is delivered, the catcher must be in the catcher's box.

Note: Initial team roster is due by the first game. The final team roster will be due before the third game(s) of the season are played. Teams may add females throughout the regular season, but **no males** can be added past **the third (3rd) game**. Craven County Recreation and Parks team rosters are limited to 20 players. Original team rosters will be located at the field for teams to add players. After the deadline for final rosters, the rosters will be taken to the Recreation Department office. If you have to add a female player after the deadline, you have to do so 8:00am-5:00pm at the Recreation Department Office.

Note: The minimum age to participate in the adult men or women's programs is 18 years old. Players who are at least 16 years old and wish to participate in an adult program must have a parents consent and release of liability form signed by a parent or legal guardian.

Section 2. A team may start the game with nine players and may add a tenth player after the game has started.

Effect Sec. 2. If a tenth player is added after the game has started, he/she is added at the end of the line-up and will complete their turn at bat according to the line-up. At no time will an eleventh or twelfth player be added once the game has started.

Note:

Section 3. A team that started the game with 10, 11, or 12 players may finish the game with nine players.

Effect Sec. 3. When the removed player(s) position comes to bat an out will be recorded.

Section 4. A player or substitute shall be officially in the game when their name has been entered on the official score sheet, and in possession of the official scorer or who has been announced as a substitute by the manager. A substitute may take the place of a player whose name is on the teams batting order. The following regulations govern the substitution of players:

- A. The manager of the team making the substitution should immediately notify the umpire.
- B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:
 - 1. If a batter, when they enter the batter's box.
 - 2. If a fielder, when they take their position on the field.
 - 3. If runner, when they take the base runner's position on base.

4. If a pitcher, when they occupy the pitcher's plat' and deliver a practice pitch.
- C. Whether a substitute is announced or not, when they assume one of the above positions, any play made by or on this player shall be legal. THERE IS NO PENALTY APPLIED FOR AN UNANNOUNCED SUBSTITUTE.
- D. Each pitcher, whose name is entered on the original line-up and batting order, or who is announced as a substitute pitcher, or who takes a position on the pitcher's plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him/her until that batter has completed their turn at bat, or the side has been retired.
- E. Any second conference with the pitcher in an inning, by a representative from the bench, will require the removal of the pitcher from that position for the remainder of the game.
- F. Any other player may be substituted for or removed from the game, whenever the ball is dead.
- G. A team may insert an additional hitter (AH) into its line-up. The batting order must remain constant; however any 10 of the 11 or 12 players can take a defensive position throughout the game. It is not mandatory that a team use an AH but failure to declare such a hitter prior to the game precludes the use of an AH in that game.
- H. Re-entry is permitted. A re-entry by a starter must be reported to the umpire and score keeper at the time of re-entry. Any of the starting players may withdraw and re-enter once. Players re-entering must occupy their original batting position in the line-up. A substitute who is withdrawn may not re-enter.

Effect Sec. 4 H. Illegal Re-entry. A starter who re-enters the game unannounced, a starter who re-enters the game for a second time, a substitute who re-enters the game, or a starter who enters in an incorrect batting position.

Exception: There is no penalty for an unannounced re-entry in the Youth Program. An illegal re-entry is a violation after a pitch is made. Illegal re-entry is an appeal play.

1. If an illegal re-entry is discovered by the defense:
 - a. If an illegal re-entry player is at bat, that player is ejected and a substitute or re-entering starter assumes any accumulated balls & strikes.
 - b. If an illegal re-entry player has completed a turn at bat but before a pitch has been made to a succeeding batter. That player is called OUT and is ejected from the game. All base runner advances are nullified.
 - c. If illegal re-entry player has completed a turn at bat and after a pitch to the next batter or the illegal re-entry enters as a substitute for a runner, player is ejected. All play while the illegal re-entry player was in the game will stand.
2. If an illegal re-entry is discovered by the offense while the player is playing defensively:
 - a. If discovered after making a play on a fair-batted ball (catch or throw) and before the next pitch, revert back to the previous pitch; the batter and base runners advance one base. The illegal re-entry is ejected.
 - b. If discovered after a pitch, which did not result in a fair-batted ball, the illegal player/pitcher is ejected.

Note: When an illegally re-entered player is ejected, they may be replaced by a substitute or the starter may re-enter. The substitute or re-entering starter must not create another illegal re-entry. If no one is available, the team may continue play with no less than 9 players (8 Co-Ed). When the ejected player's position comes to bat, it will be an out.

Section 5. No defensive player shall take a position in the batter's line of vision, with a deliberate attempt to act unsportsmanlike in 'n effort to distract the batter.

Effect Sec. 5. The umpire shall first warn the offender, and then eject any player from the game, who repeats the offense.

Section 6. There shall be not more than two coaches, for the team at bat, to give words of assistance and directions to the members of their own team. One coach shall be stationed in each coaching box at first and third bases. They may remain in that box. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

Section 7. Managers, coaches, players, substitutes, trainers, batboys, or other team members or occupant of the bench, from any place including the coaches' boxes, shall not:

- A. Discuss or argue balls and strikes.
- B. Incite, or try to incite by words, or sign, or demonstration, either opponents and/or spectators.
- C. Use language, which will in any manner, refer to or reflect upon opposing players, the umpires or spectators.
- D. Commit any act that could be considered unsportsmanlike conduct.
- E. Sling or throw a bat.

Effect Sec. 7. For a first offense the violator should be warned that, to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately and take no further part in the game.

Effect Sec. 7. The ejected player is to be out of sight and sound of the umpires. Failure to comply will result in forfeiture of the game.

Section 8. When team members continue to harass the umpires from the bench, and umpires are unable to detect the offenders, the umpire shall first give a warning. If repeated, tell the manager to send all substitutes out of sight of the field. The Manager will be given the privilege of sending for as many substitute players as needed to finish the game.

RULE 4 - DEFINITIONS

Section 1. APPEAL PLAY. When requested by the offense or defense, a play which an umpire makes a ruling. The appeal must be made prior to the next legal, illegal pitch, or intentional walk, or when all the fielders have left fair territory.

Section 2. BASE ON BALLS. Permits a batter to gain first base without liability to be put out. Awarded to the batter when the umpire adjudges four pitches to be balls. Pitcher may intentionally walk a batter by notifying the plate umpire.

Section 3. BASE PATH. An imaginary line three feet to either side of a direct line between two bases. The runner is restricted to this base path when a fielder is making an attempt to put the runner out.

Section 4. BATTED BALL. Is any pitched ball, legal or illegal that hits the bat or is hit by the bat and lands in either fair or foul territory. No intention to hit the ball is required.

Section 5. BATTER-RUNNER. An offensive player who has hit a fair ball and has not been put out or reached first base. A batter becomes a batter-runner the moment the bat contacts the ball and the ball is fair.

Section 6. BATTING ORDER. An official listing of offensive players in an order in which they must bat.

Section 7. BLOCKED BALL. Is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game or touches any object which is not legal equipment or which hits or goes beyond the designated out of play area.

Section 8. BUNT. A batted ball not swung at, but intentionally tapped with the bat.

Section 9. CALLED GAME. A game that the Tournament Director or Chief Umpire terminates for any reason.

Section 10. CATCH. When a fielder catches a batted, pitched, or thrown ball with his hand(s) or glove. It is NOT a catch if a fielder, after contacting the ball, collides with another player, umpire, fence, or falls to the ground and drops the ball. To be a valid catch the fielder must control the ball with his hand(s) or glove and his release of the ball must be voluntary and intentional. A ball batted into the air and strikes anything other than a defensive player while it is in flight is the same as if it had struck the ground.

Section 11. CATCHERS BOX. Area behind home plate in which the catcher must stay until a pitched ball has reached or passed home plate or is batted.

Section 12. CHARGED CONFERENCE. When the defensive team requests a suspension of play for any reason, and a representative of the defensive team enters the playing field and delivers a message by any means to the pitcher.

Section 13. CHOPPED BALL. A batted ball in which the batter strikes the ball in a deliberate downward chopping motion.

Section 14. COACH. Any member of the offensive team who occupies the coach's box at first or third base. Only one coach is permitted in each box.

Section 15. COURTESY RUNNER. A player that runs bases for another player. See Rule 8, Sec 13.

Section 16. DEAD BALL. Any ball not in play. A live ball that becomes dead during play.

Section 17. DEFENSIVE TEAM. The team that is in the field.

Section 18. DOUBLE PLAY. A play by the defensive in which two offensive players are legally put out during continuous action.

Section 19. FAIR BALL. A batted ball that:

- A. settles or is touched by a player or umpire over fair territory between home plate and first base, or home plate and third base
- B. Bounds over any part of first or third base, regardless of where the ball hits after going over the base.
- C. bounds or rolls past first or third base on or over fair territory
- D. while on or over fair territory touches a person, attached equipment, or clothing of a player or an umpire
- E. Touches first, second, or third base.
- F. first falls or is first touched on over fair territory beyond first, second, or third base
- G. while over fair territory, passes out of the playing field beyond the outfield fence

Note: A fair fly ball will be judged according to the position of the ball and the foul line, including the foul pole. The position of the fielder has no bearing on whether the ball is fair or foul.

Play: A batted ball settles on home plate. RULING: Fair ball.

Section 20. FAIR TERRITORY. The part of the playing field within, and including, first and third base foul lines from home plate to the bottom of the extreme playing field fence and extending perpendicularly upward.

Section 21. FAKE TAG. Making the motion of tagging a runner without the ball. Also obstruction, See Rule 4, Sec. 42, OBSTRUCTION.

Play: While a runner is advancing to third base, the 3rd baseman fakes a tag. The runner

- a) Slides into third,
- b) Slows up and stops on third, or
- c) Continues towards home plate.

RULING: Obstruction in (a), (b), and (c).

Note: The offender may be ejected. A fake tag may cause a runner to slide and lead to unnecessary injuries. Normally the offender is warned first before ejection.

Section 22. FIELDER. A player of the defensive team.

Section 23. FLY BALL. A fair or foul ball batted into the air.

Section 24. FORCE OUT. When a runner is tagged by a fielder with the ball while the runner is either on the base or off the base, or when a fielder holds the ball on the base a runner is forced to advance before the runner can reach that base and before any succeeding runner is put out.

Note: A batter-runner is always forced to first base.

Section 25. FOUL BALL. A batted ball that:

- A. settles or touched on or over foul territory between home plate and first base or home plate and third base
- B. bounds or rolls past first base or third base on or over foul territory
- C. while on or over foul territory, touches the person, attached equipment, or clothing of a player or an umpire, or any object foreign to the natural ground and provided a fair ball had not been declared prior to the ball entering foul territory
- D. first falls or is touched on or over foul territory
- E. touches the bat a second time or batter while the ball is within the batter's box
- F. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

Section 26. FOUL TIP. A batted ball that does not go any higher than the batters head and goes directly from the bat to the catcher's hands. A foul tip is a strike.

Section 27. HOME TEAM. The team on whose grounds the game is being played. On neutral grounds, the Home Team is decided by a flip of a coin or by mutual agreement. The home team bats in the last half of an inning and is responsible for the official scorebook.

Section 28. ILLEGALLY BATTED BALL. Happens when:

- A. batter hits fair or foul ball with an illegal bat
- B. batter has one or both feet completely outside the batter's box in contact with the ground when contact with the ball is made
- C. Batter's foot touches any part of home plate when contact with the ball is made.

Section 29. ILLEGALLY CAUGHT BALL. When a fielder catches a batted or thrown ball with an illegal glove, cap, helmet, mask, protector, pocket, detached glove, or any part of his uniform that is detached from its proper place.

Section 30. ILLEGAL PLAYER. A player who is playing for a team and is not listed on that team's roster or who is listed on another team's roster that has already secured a State or World Tournament Berth.

Section 31. ILLEGAL RE-ENTRY. A starter who re-enters the game unannounced, a starter who re-enters the game for a second time, a substitute who re-enters the game, or a starter who enters in an incorrect batting position.

Section 32. ILLEGAL ROSTER. A roster that has been submitted to a tournament director that has an illegal player listed as one of the players.

Section 33. IN JEOPARDY. A term indicating that the ball is in play and an offensive player may be put out.

Section 34. IN FLIGHT. A term used for any batted, thrown, or pitched ball that has not touched the ground, object, or person other than a fielder.

Section 35. INFIELD. That portion of fair territory that is normally played by the infielders.

Section 36. INFIELD FLY. A fair batted ball (other than a line-drive) that has been batted into the air and can be caught with reasonable effort. Any fielder may catch the ball in the infield area.

Section 37. INNING. The portion of a game that teams alternate between offense and defense. Each team is allowed three outs while on offense. A new inning begins immediately following the third out of the home team.

Section 38. INTERFERENCE. The act of a player(s) that impedes the play of the opponents. There are four types:

- A. Offensive Interference. When an offensive player interferes with or confuses a defensive player attempting to make a play, by either physical or vocal actions.
- B. Defensive Interference. When a defensive player interferes with or confuses an offensive player attempting to make a play, by either physical or vocal actions.
- C. Spectator Interference. When a person not engaged in the game touches a live batted or thrown ball which would prevent a blocked ball.
- D. Umpire Interference. When a fair batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher, unless the pitcher had a reasonable attempt to make a play on the ball. See PITCHER/INFIELDER Rule 4, Sec. 48.

Section 39. LEGAL PLAYER. A player whose name appears on the team's roster.

Section 40. LEGAL TOUCH (TAG). The act of a fielder in touching a base with any part of the body, while holding the ball securely in the glove or hands. The act of touching a runner with the ball, or with the glove holding the ball. The fielder must maintain secure possession during and immediately after the tag.

Section 41. MANAGER. A person who represents the team in communication with the umpire and opposing team. Any player may be designated as the Manager.

Section 42. OBSTRUCTION. The act of:

- A. defensive player who hinders or prevents a batter from hitting a pitched ball.
- B. defensive player not in possession of the ball, or not in the act of fielding a batted ball nor about to receive a thrown ball, (ball must already be in flight), who impedes the progress of a runner who is legally running the bases.

Section 43. OFFENSIVE TEAM. The team that is at bat.

Section 44. OUTFIELD. That portion of fair territory that is normally played by the outfielders.

Section 45. OVER SLIDE. The act of a runner who slides to a base and their momentum causes them to lose contact with the base, putting them in jeopardy. A batter runner may over slide first base.

Section 46. OVERTHROW. A ball thrown from a fielder and for any reason goes into foul territory and stays within the boundaries of the playing field. The ball always remains alive unless it becomes a blocked ball, (Rule 4, Sec. 7).

Section 47. PITCH. Any delivery of the ball to the batter by the Pitcher.

Section 48. PITCHER/INFIELDER. A pitcher becomes an infielder after they pitch the ball and have a reasonable opportunity to field a batted ball.

Section 49. PIVOT FOOT. The foot placed on the pitcher's plate by the Pitcher. The pivot foot must maintain constant contact with the pitcher's plate until the pitched ball is released.

Section 50. PLAY BALL/PLAY. The term used by the plate umpire to indicate that play shall resume after a dead ball interval.

Section 51. QUICK PITCH. A pitch by the Pitcher with an attempt to catch the batter off guard. This could be when the batter first takes his position in the batter's box or just after the previous pitch.

Section 52. ROSTER. A list of player's names and coaches name which is submitted to the SSAA Director prior to any Tournament or League play. Rosters are limited to 20 players and 1 coach.

Section 53. RUN-RULE. A run limit when a team is ahead that will end the game. Run rule is 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings. The run rule will be used in all games including Championship games.

Section 54. SACRIFICE FLY. Any caught fly ball that permits a base runner to score a run after the caught fly ball is first touched.

Section 55. STRIKE ZONE. When a batter assumes a natural batting stance, it is the space directly above home plate which is not higher than the batter's highest shoulder or lower than the front knee.

Section 56. SUSPENDED GAME. An incomplete game that will be resumed at a later time or date.

Section 57. TAG. (See Legal Touch, Rule 4, Sec. 40)

Section 58. TIME. Term used by the umpire to suspend play.

Section 59. TRIPLE PLAY. A play by the defensive in which three offensive players are legally put out during continuous action.

Section 60. TURN AT BAT. Begins when a batter first enters the batter's box and continues until he is put out or becomes a batter-runner.

RULE 5 – THE GAME

Section 1. The choice of first or last bat in the inning shall be decided by a toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is to be played.

Note: The team electing to bat last will be the Home Team and will furnish an official scorekeeper. The team batting first will be the Visitors.

Section 2. The fitness of the ground for the beginning of the game shall be decided by the Home Team. If no Home Team has been previously designated, such as in tournament play, the umpire, with the advice of the Tournament Director makes the decision. After a game has been started, the umpires shall be the sole judges as to the fitness of the ground, or the intensity of the weather, for continuing play.

Section 3. A regulation game shall consist of seven innings, unless otherwise listed below.

- A. Seven full innings are not played if the Home Team has scored more runs in six innings than the Visiting Team scores in their seven innings or the Home Team scores more runs in their half of the seventh inning.
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one team has scored more runs than the other at the end 13 Revised January 2019 of a completed inning, or the Home Team scores more runs in their half of the extra inning.
- C. A game called by the umpire that cannot be resumed will be a regulation game if:
 - 1. Four or more innings have been played.
 - 2. The Home Team has scored more runs in three innings than the Visiting Team has scored in their four innings.
 - 3. The Home Team has scored as many or more runs during their half of the fourth inning.
- D. A regulation tie game shall be declared if the score is tied when the game is called after four or more completed innings, or if the Home Team has equaled the score of the Visiting Team, while batting during an uncompleted inning.

Comment: All Craven County Recreation Adult Co-Ed Softball games have a time limit of one hour and ten minutes. No new inning will begin after the one hour and ten minute mark has been reached. The inning that is being played at one hour and ten minutes will be completed. If there is a tie at the end of the inning being played after the one hour and ten minute mark, the game will end in a tie. Only the championship game will not have a time limit.

Note: A tie for first place at the end of the season will be broken by head to head competition first. Any other ties will be broken by fewest points allowed throughout the season and then the most points scored throughout the season.

Effect Sec. 3 C-D. The umpire is empowered to call or suspend a game at any time because of rain, darkness, panic or for any other cause which puts the umpire, players or spectators in peril.

Effect Sec. 3. Games that are not regulation or regulation tie games shall be resumed from the exact point where the game was stopped.

Section 4. The winner of the game shall be the team that scores the most runs in a regulation game or an extra-inning game.

- A. The run rule which awards a win to a team that is ahead in a game after three or more innings is 20, after 4 or more innings is 15, and after five or more innings is 10. The run rule will be used in all games including championship games.
- B. In the event a game is CALLED (See Rule 4, Sec. 9, Rule 5, Effect 3 C-D):
 - 1. After four innings, the total number of runs scored legally at the end of a completed inning, shall be the score.
 - 2. After four innings, if the score is tied after a complete inning, the game will be completely replayed.
 - 3. After four innings, if the Home Team has equaled or scored more runs during their half of an inning, the runs are all counted and the score is either tied or the Home Team wins.
 - 4. After four innings, if the Home Team does not score more runs or as many runs in their half of an incomplete inning to either tie or win the game, the game reverts to the last inning that was fully completed providing 4 innings have been played.

Section 5. One run shall be scored each time base runner legally touches first, second, third bases and home plate before the third out of an inning, unless the third out is the result of a force out, or the batter-runner is out before reaching first base. Base runners may advance and a run be scored only on a legally batted ball, or on a play, or overthrow, or error resulting from plays that started with, and immediately follow the batted ball, or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these Rules.

Section 6. A run shall not be scored if the third out of an inning is the result of:

- A. The batter-runner being put out legally before touching first base.
- B. A base runner forced out at any base.
- C. A preceding base runner being called out for failing to touch a base.
- D. A base runner being called out for leaving a base too soon on a pitched ball.

Section 7. A base runner shall not score a run ahead of a base runner preceding him in the team's batting order, if the preceding runner has not been put out.

Effect Sec. 7. A preceding runner appealed out for missing a base does not affect the following runners on the first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the fielding team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.

Section 8. Each team is allowed 5 home runs per game. Each home run after the 5th home run will be recorded as an out. You can have 5 different home run hitters or any combination of homerun hitters.

Effect Sec. 8. A.

- 1. When a team has reached the home run limit and any batter that hits a fair untouched fly ball over the fence is ruled an out. Ball is dead and no runners may advance

Note:

1. If a fair fly ball in the outfield touches a defensive player and goes over the fence without the player touching the ground over the fence, four bases will be awarded to the batter. It is not a home run.

Section 9. A forfeited game shall be declared by the Tournament Director/Umpire in favor of the team not at fault in the following cases:

- A. If a team fails to appear upon the field or being on the field, refuses to begin the game for which it had been scheduled, at the time the game was assigned
- B. If after a game has begun a team refuses to play or resume play
- C. If a team uses tactics palpable designed to delay or hasten the playing of a game
- D. If an ejected player doesn't leave the field area immediately, when ordered to do so. (Out of sight and sound)
- E. If for any reason a team does not have the designated number of players to begin or continue the game
- F. If, after warning by the umpire, any one of these rules be willfully violated.

Effect Sec. 9. A-F. The score will be 7-0 in favor of the team not at fault. Tournament Directors and umpires are cautioned to employ best discretion to avoid forfeiture of any game, within the scope of good reasoning.

Note: Tournament directors may adopt a grace period before a forfeit is declared in a tournament.

Section 10. A suspended game can result if the umpire stops play for any reason such as power failure of lights, protested game in accordance with these rules, any act of God, etc.: that precludes immediate continuance of the game, to the conclusion of the full seven innings, or as required. In all sanctioned tournament play, the game must go the complete 7 innings or 6 1/2 innings with the home team ahead.

Effect Sec. 10. When a suspended game is resumed, it must be started at the point of interruption with the same identical situations as when the game was suspended.

Section 11. A protested game can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of either official printed playing rules, or specially adopted ground rules.

Note: A protest fee of \$20.00 must be paid to the Recreation Department within 24 hours of a declared protest, along with a written statement about the protest. If the protest is won, the fee will be returned and the game will be resumed at that point at a later date. However, if the protest is lost, the fee will be kept by the Recreation Department. (All protests during tournament games must be settled before the next pitch.)

Effect Sec. 11. When a protest, not involving umpire's judgment, is registered with the umpire on the field immediately, and before any succeeding pitch, the game assumes the status of a suspended game, until the protest is either allowed or disallowed.

- A. Conditions governing acceptance of protests during playing of a game
 1. Based on an umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out or when any other situation is

wholly within the umpire's scope, to make the decision, is not to be accepted for consideration

2. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision
3. The intention to protest a rule must be made known by the manager or captain of the protesting team to the umpire immediately and before the next pitch is made to a batter. This is to enable all concerned, umpires, scorekeeper, and opposing team to take notice of the exact conditions prevailing on the field at the time of the protest. The umpire receiving the protest, shall cause all concerned to be immediately notified including the public announcer
4. Rule protests must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory

Note: In tournament play, all protests not involving illegal player must be settled before any play can be resumed.

B. Illegal Player. Protests involving illegal players.

Effect Sec. 11 B. When an illegal player is discovered the offending team will be ejected from the tournament.

1. If an illegal player is discovered during a game, the offending team forfeits that game and the team is ejected from the tournament. Any previous games, won or lost, shall stand
2. If an illegal player is discovered after a completed game but during the tournament, the offending team will be ejected from the tournament. Any previous games, won or lost, shall stand
3. A team ejected from a tournament for an illegal player forfeits all awards, sponsor travel money, and berths that would have been awarded at that tournament and placed last in the tournament standings.

Note: In tournament play, all protests not involving illegal player must be settled before the game is allowed to end. Umpires should stop play before any possibility the game could end to include a run rule, double or triple plays.

- A. In the absence of a league rule fixing a time limit, protests that arise, other than during the playing of the game must be filed within a reasonable time. Forty- eight hours from the end of a game is suggested as maximum time limit for filing a written protest.
 1. Formal Protest should contain the following information:
 - a. The date, time, and place of the game
 - b. Names of the umpires and Scorekeeper
 - c. The rule and section of the official rules, or adopted league rules under which the protest is being filed
 - d. The essential facts, conditions, and decisions surrounding the cause for the protest
 2. The decision made on a Protested game may result in:
 - a. Protest not allowed--game stands as played
 - b. Protest allowed--resumed from point of protest
 - c. Protest allowed--game forfeited in favor of the team not at fault

d. Highly technical protests and those which, could or did not have any effect on the playing of the game, or the final results, should be discouraged or disallowed.

RULE 6 – THE PITCHING RULE

Section 1. At no time during the progress of the game shall the pitcher be allowed to use tape, or any other substances, including a glove, upon the Pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the umpire, a bag containing powdered resin may be used to dry the hands.

Section 2. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate.

Section 3. Legal positions of the pitcher's feet:

- A. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching rubber. The pivot foot must be in contact with the pitcher's plate, when the pitched ball is released.

Note: (Floating Pitcher's Plate) Pitcher's may pitch from a position approximately 5 feet behind the pitcher's plate. A temporary pitcher's plate or chalk line may be used.

- B. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate. After taking the initial position, the pitcher may take not more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- C. After release of the Pitch, there are no restrictions on pitcher's subsequent movements, or the fielding positions he may assume as a defensive player.

Section 4. Pitcher's legal motions allowed in actual delivery of the pitch.

- A. After assuming the pitching position, the pitcher must present the ball in front of his body (for at least one second) in either one or both hands, before starting the delivery motions.
- B. The pitcher may hold or grip the ball in any manner before delivery.
- C. Only a definite underhand motion is permitted in the delivery of the pitch.
- D. The pitcher may release the pitched ball in any manner, when delivering the pitch. This includes any and all types of delivery.

Effect Sec. A-D. After the pitcher presents the ball, he/she may make any wind-up or arm motions desired, either in front of his body, above his head, or behind his back, including stops and pauses during these motions.

- E. Once the pitcher begins his delivery motions, the batter may not request time out.
- F. The pitched ball must be released within five seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box. The batter may not request time from this point.
- G. The pitcher must face home plate on delivery of pitch.

Note Sec. 4 A-E: Realizing that the pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that pitchers not be handicapped by technicalities, when they do develop a new technique or delivery, that perhaps will add to the pleasure and appeal to the spectators, as long as the pitcher adheres to the basic pitching rules.

Section 5. Type of pitch permitted.

- A. The ball must be pitched underhanded at a slow speed.
- B. The pitched ball must arch at least three feet after leaving the pitcher's hand and before it passes any part of home plate.
- C. The pitched ball shall not rise higher than ten feet above the ground.

Effect Sec. 5 A-C. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire.

Note: Any doubtful pitch should be ruled as an unfairly delivered pitch.

Note: The umpire shall warn a pitcher who delivers a pitch with excessive speed that repeating such excessive speed pitch will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arch the full three feet as required (flat level pitch) may not be an excessive speed pitch, but merely an unfairly delivered pitch.

Section 6. The catcher must:

- A. Be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.

Effect Sec. 6. A. An unfairly delivered pitch.

- B. Immediately return each pitch not hit, directly to the pitcher.

Effect Sec. 6. B. A ball shall be awarded to the batter.

Section 7. No pitch shall be declared immediately when:

- A. The pitcher pitches during a dead ball interval.
- B. A base runner is called out for leaving a base too soon.

Section 8. A fairly delivered pitch includes all pitches that the pitcher delivers in accordance with the several preceding paragraphs and provisions of the pitching rule.

Section 9. Unfairly delivered pitched balls include:

- A. Any pitched ball that does not conform to all the requirements of a fairly delivered pitched ball.
- B. All pitches not conforming to the pitching restrictions.
- C. Delivering a pitch from other than the pitcher's plate or position.
- D. The pitcher failing to face home plate on delivery of the pitch.
- E. A quick return pitch.
- F. Any dropped ball by the pitcher after taking position on the pitcher's plate.

Effect Sec. 9 A-F. In each case, an unfairly delivered pitch shall be declared a ball by the umpire provided the batter does not swing at the unfairly delivered pitch. The ball remains in play if batted by the batter.

Note Sec. 9 A-F. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.

Section 10. Illegal pitchers' actions include:

- A. Holding the ball at the pitcher's plate, by the pitcher, longer than ten seconds.
- B. Throwing the ball to any fielder, unless making preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.

Effect Sec. 10 A-B. The umpire should immediately indicate "DEAD BALL" and award a ball to the batter.

Section 11. Appealing while ball is alive (before umpire calls time): Any fielder can appeal a runner once; ball is alive and all runners may advance with liability of being put out.

Section 12. Appealing after ball is dead: Umpire signals "Play Ball", pitcher announces which runner and base he is appealing.

Effect:

- 1. Only one attempted appeal per runner.
- 2. Runners may not advance during dead ball appeals.
- 3. No Runners are out if they step off a base during an appeal.

RULE 7 - BATTING

Section 1. The batting order of each team must be listed and delivered to the official scorekeeper, by the manager or team representative. If an official scorekeeper is not assigned to the game, the home team will be responsible to supply an official scorekeeper.

- A. A batting order submitted must be followed throughout the game, unless a substitute replaces a player. The substitute must take the turn at bat of the player that is replaced.
- B. Each player of the side at bat shall become the batter and enter the batter's box in the order in which their name appears in the official score book.
- C. Except in the first inning, the first batter in each inning will be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning. In the 1st inning, the player who is listed first in the official score book will be the first batter.

Note: Batters have completed a turn at bat when they have either been put out or have become a base runner.

- D. When a third out of an inning is made before a batter completes their turn, the same batter will be the first batter in the next inning, and all previous called balls and strikes will be canceled.
- E. All batters will start with 1 ball and 1 strike.

Effect Sec. 1 A-D. Batting out of order is an appeal play by the defense.

- 1. If an incorrect batter is discovered before completing a turn at bat, the correct batter will enter the batter's box and assume any balls and strikes accumulated by the improper batter
- 2. If an incorrect batter is discovered after completing a turn at bat and before a pitch is made to the next batter.
 - a. The batter who should have batted is called out.
 - b. All base runners, if they advanced, must return to the bases they occupied at the time the incorrect batter entered the batter's box.
 - c. The next batter is the player whose name follows that of the batter called out for failure to bat. If the appealed out is the third out, this player will be the first batter of the next inning.
- 3. If an incorrect batter is discovered after a pitch has been delivered to the next batter.
 - a. The turn at bat of the incorrect batter becomes legal.
 - b. All bases advances and runs scored are counted.
 - c. The next batter shall be the one whose name follows that of the incorrect batter who just finished their turn at bat.
 - d. No one is called out for failing to bat. Players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

Effect Sec. 1 D 2-3. An intentional walk or illegal pitcher's action shall be considered the same as a pitch delivered to a batter.

- 4. A base runner shall not be removed from a base to bat. They just miss their turn at bat with no penalty. The following player in the batting order becomes the next legal batter.

Section 2. The batter is out if:

- A. Bats illegally, as covered in Rule 4, Sec. 28.
- B. Hits the ball with an illegal bat. The umpire must discover this illegal action before the next pitch, either by observation or as a result of an appeal.
- C. Bunts or chops the ball deliberately downward, (fair or foul).
- D. Has a third strike or hits a foul after two strikes. Ball is dead, no runners may advance.
- E. Intentionally interferes with the catcher attempting a play.
- F. Any member of the offensive team interferes with a fielder attempting to make a play on a foul fly ball.
- G. After batting a fair ball, the batter gets into a “Stare Down” with the player making the defensive play.
- H. With less than two outs hits a fair fly ball or line drive that an infielder intentionally drops with:
 - 1. a runner on first
 - 2. runners on first and second
 - 3. runner on first, second, and third

Note: A trapped ball that hits the ground is never intentionally dropped.

Effect Sec. 2 A-H. The umpire will immediately call the batter out and the ball becomes dead.

- I. Hits a fly ball that is legally caught.
- J. Carries his bat and reaches first base or beyond.
- K. Hits an infield fly with runners on first and second bases or first, second, and third bases with less than two outs.

Effect Sec. 2 K. The ball remains alive and in play with runners in jeopardy.

- 1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third base, it is a foul ball.
- 2. If a fly ball falls to the ground untouched outside the foul lines then bounces fair before reaching first or third base, it is an infield fly.

Note: Umpire should always call "INFIELD FLY IF FAIR".

Section 3. A strike is called by the umpire:

- A. For each fairly delivered pitched ball that passes through the strike zone before touching the ground.

Effect Sec. 3 A. Umpires should not let the batter's position in the batter's box (in front or rear of box) influence the calling of strikes. The black border around home plate is just a border and not part of the plate. Any individual who argues balls and strikes will be ejected.

Note: Batters will have **one ball and one strike** when they come to the plate.

Comment: In the interest of consistency, a pitch that arcs a minimum height of 3 feet from release and is no higher than 10 feet from the ground, is not pitched with excessive speed and crosses over the plate should be judged a strike. The position of the ball crossing the batter has no bearing if the pitch meets the foregoing requirements. The batter must make adjustments fore and aft in the batter's box.

- B. When a batter delays entering the batter's box more than 10 seconds. Ball is dead and a strike is called on the batter.
- C. For each pitch struck at and missed by the batter.
- D. For each batted ball striking the batter, while he is in the batter's box.
- E. For each foul tip.
- F. For each foul ball not caught on the fly with less than two strikes.
- G. The batter is allowed three strikes before being called out.
- H. For each pitch the batter steps out of the batter's box and request time-out once the pitcher has started a delivery motion.

Effect Sec. 3 H.

- 1. If the pitcher pitches, the umpire will call the pitch a "strike". The batter may take his proper position after any such pitch (within 10 seconds) and the normal ball and strike count will continue.
- 2. If a batter steps out of the box without requesting a time-out, call the pitch on its merit, either a ball or a strike.

Note: The umpire will not give a request for time-out or call "TIME" once the pitcher has started a delivery motion.

Section 4. A ball is called by the umpire on each pitch not swung at by the batter if:

- A. The pitcher fails to pitch the ball within 5 seconds.
- B. The pitched ball does not enter the strike zone.
- C. The ball strikes the ground before passing completely across home plate, or any part of the plate.
- D. The ball strikes any part of home plate. The black border around home plate is just a border and not part of the plate.
- E. An unfairly delivered pitch is made.
- F. There is an illegal pitchers action.
- G. The catcher fails to return each pitch not hit directly to the pitcher.

Effect Sec. 4 A-G. The pitched ball is dead after each ball, strike, or illegal pitcher's action and must be returned immediately to the pitcher. Any individual who argues balls and strikes will be ejected.

Comment: The pitcher has 5 seconds to pitch, and the batter has 10 seconds to get into the batter's box. These rules are to prevent the cat and mouse games between pitchers and batters.

Note: If there is a legitimate request for time by the batter for adjustment or the pitcher is setting the defense in a close game, don't be too legalistic. Enforce the 5 and 10 second rules when there is a deliberate attempt to delay or a team tries to gain an advantage.

Section 5. A fair batted ball is a legally batted ball which is immediately in play.

- A. A fair ball is a ball:
 - 1. That "settles" on fair ground between home and first base or between home and third base.
 - 2. That is on or over fair territory when bounding to the outfield past first base or third base.

3. That touches first base or third base.
 4. That first falls on fair territory on or beyond first base or third base.
 5. While on or over fair territory, touches the person of an umpire or player.
- B. When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul according to the position of the ball as it leaves the playing area.
 - C. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.
 - D. A fair or foul ball shall be judged according to the position of the ball, relative to the foul lines including the foul pole, and not whether the fielder is on or over either fair or foul territory at the time the ball is first touched.

Section 6. A foul ball is a legally batted ball that does not conform to the provision of a fair ball.

- A. A foul ball is a ball:
 1. that "settles" on foul territory between home and first base or between home and third base.
 2. that bounds past first or third base on or over foul territory.
 3. that first falls on foul territory beyond first base or third base.
 4. while on or over foul territory, touches the person of the umpire or a player or any object foreign to the natural ground.

Comment: The key word in the definitions of a fair or foul ball is "settles". Thus, on all calls between the home plate and the base, it makes no difference where the ball first hits. It must be judged on where it finally comes to rest.

Remember these three things:

1. A pebble is part of the natural ground just as the grass is.
2. Home plate is in fair territory.
3. The foul lines are in fair territory and the foul poles are merely an extension of the foul lines.

Section 7. A batter will not sling or throw a bat.

Effect Sec. 7. If a batter throws the bat after contacting the ball and it hits the catcher or umpire the batter may be warned for the first offense. If a batter slings or throws the bat in an unsportsmanlike manner, no warning is needed; the player is ejected from the game.

RULE 8 – BASE RUNNING

Section 1. A base runner while advancing or returning must touch each base in legal order: via. First, Second, Third and Home Base.

Effect Sec. 1. A base runner can only acquire the right to an advanced base by touching it, before having been put out, and shall be entitled to hold such base until he touches the next base legally, or is forced to leave the base because the batter becomes a base runner and thus forces him to leave the base.

Section 2. The batter becomes a batter-runner instantly when he hits a fair ball.

Effect Sec. 2. The batter-runner is in jeopardy immediately.

1. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder, other than the pitcher, the ball is dead immediately and the batter is entitled to first base without liability to be put out.
2. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play, with all runners being in jeopardy.
3. The pitcher becomes an infielder, after releasing the pitch to the batter, and in the opinion of the plate umpire, has a reasonable opportunity to field a batted ball.

Section 3. A batter is awarded first base:

- A. When four balls are called by the umpire.
- B. When the pitcher tells the umpire to intentionally walk a batter.

Note: If a male is walked in front of a female, the female has her choice of either hitting or walking. If the female decides to take her at bat instead of advancing to first base, the male will still be awarded second base. The male is not required to touch first base.

Effect Sec. 3 A-B. Batter is awarded first base only. Ball is dead.

- C. If the catcher or other fielder interferes or prevents a batter from striking at a pitched ball. Offensive manager has the option to accept interference or result of play.

Effect Sec. 3 C. When a batter is interfered with, the batter is awarded first base.

Exception: If the batter succeeds in hitting the pitch and reaches First base safely, and no preceding runner is put out before advancing at least one advanced base, the interference should not be called or enforced. If the interference is not enforced, the ball remains alive and in play.

Section 4. Batter-runners are out under the following circumstances:

- A. When hit by their own batted ball in fair territory, after leaving the batter's box.
- B. When they drop the bat in fair territory and it makes contact with a fair ball, by moving into the ball.
- C. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.

- D. When, after a fair ball, they are touched with the ball by a fielder while off a base.
- E. When, after a fair ball, a fielder holds the ball on first base, before the batter- runner touches or passes that base.
- F. When, after reaching first base safely, they over run or over slide that base, and then make an attempt to start to second base, before returning to first base.

Effect Sec. 4 F. The runner is in jeopardy and must be tagged or put out.

- G. When they run out of the three foot line and interfere with a fielder taking the throw, or making a play, at first base.
- H. When a batter-runner interferes either intentionally or unintentionally with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.

Effect Sec. 4 G-H. Ball is dead.

Section 5. Base runners are out under the following circumstances:

- A. When a base runner fails to keep contact with the base entitled to, until a pitched ball touches the ground, has reached or passed home plate, or is batted.

Effect Sec. 5 A. No Pitch is declared, ball is dead and runner is out.

- B. When a base runner interferes either intentionally or unintentionally with a fielder attempting to field a batted ball, or intentionally interferes with a fielder catching or throwing a ball, or with a thrown ball.

Effect Sec. 5 B. Ball dead immediately, and the involved base runner is out. If the intentional interference is an attempt to prevent a double play, the most advanced base runner is also out.

- C. When a base runner is struck by a fair batted ball on fair ground while off a base and before it touches a fielder, or passes a fielder.
- D. When a base runner intentionally kicks a live ball, intentionally interferes with a ball in play, whether or not the runner is in contact with his base.
- E. When a base runner runs bases in reverse order other than when permitted to.
- F. When a coach physically holds or pushes a runner to return or to leave a base.

Effect Sec. 5 C-F. Ball dead immediately, and the involved base runner is out.

- G. When a base runner that has been put out, continues to run the bases simulating a live base runner, and draws a throw.
- H. When one or more members of the team at bat, stands, or collects at, or around a base toward which a base runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.
- I. When a coach intentionally interferes with a live batted ball or thrown ball.
- J. When a coach runs in the direction of home plate or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in their direction.
- K. When a base runner is attempting to score and the next batter or other team members interfere with the attempted play.

Effect Sec. 5 G-K. The infractions constitute interference. All play stops, the ball is dead, and the most advanced runner is called out.

Note: In part "H" Team members include the bat boy and all other persons, who were on the team's bench.

- L. When, while the ball is in play, are legally touched with the ball in the hands of a fielder while not in contact with a base.
- M. When, on a force out a fielder tags them with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance, before the base runner can reach that base.
- N. When running toward any base, they run more than three feet from a direct line between the base and the base they are trying for, to avoid being tagged with the ball in the hands of a fielder.
- O. When a base runner physically passes a preceding runner before that runner has been put out.
- P. When they position themselves behind and not in contact with the base to get a running start.

Effect Sec. 5 L-P. In these situations the ball remains alive and in play, other base runners are in jeopardy.

- Q. When a base runner fails to return to touch the base to which they are entitled when play is resumed after any suspension of play, caused by a dead ball situation, if a fielder legally holds the ball on that base.
- R. When a base runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base the runner left or if a fielder touches the runner with the ball, before the runner returns to retouch the original base.
- S. When a base runner fails to touch an intervening base or bases in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base, or the runner is legally touched with the ball, while off the base.

Effect Sec. 5 Q-S. These are the appeal plays and the defensive team loses its right to make an appeal on any of these situations, if the appeal is not made known, before next legal pitch, illegal pitcher action, or before all fielders have left fair territory.

- 1. Unless two are out, the status of a following runner is not affected by a preceding runner's violation or failure to comply.
 - 2. If on an appeal, a preceding runner is the third out, no following runner shall be allowed to score.
 - 3. If the appealed out is the third out, and is the result of a force out, neither preceding nor following runners shall score.
 - 4. If the appealed out is the third out, and is the result of the batter-runner not touching first base, preceding runners shall not score.
 - 5. On any appealed play not a force out, all runners in advance of runner being appealed out who touch home plate legally before actual physical completion of the third appealed out in any inning shall be counted. Succeeding runners cannot score.
- T. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately crashes into the defensive player, the runner is declared out.

Effect Sec. 5 T. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.

Section 6. Base runners are entitled to advance with liability to be out:

- A. When any live ball continues to be in play.

Effect Sec. 6 A.

1. The umpire shall call "TIME" when base runners cease to try to advance, because the fielders have the ball ahead of them, and all immediate play is apparently completed.
 2. Base runners must return to the last base touched or entitled to, immediately when play is stopped in accordance with the above stipulations. Runners are to remain until able to leave this base legally on the next pitched ball.
- B. When during a live ball play, following a batted ball, the ball is over thrown in either fair or foul territory and does not become a blocked ball.
 - C. When any legally caught fly ball is first touched by a fielder.
 - D. When a live thrown ball strikes the person of an umpire or a base runner.
 - E. When a fair batted ball, or a live thrown ball accidentally strikes a coach.
 - F. When another base runner physically passes a preceding base runner.
 - G. When a preceding base runner fails to touch a base required.

Effect Sec. 6 B-G. In all these cases the ball remains alive, with all runners continuing to be in jeopardy.

- H. When a fielder deliberately contacts or catches a batted or thrown ball with his cap, glove, or any part of his uniform or equipment, while it is detached from its proper place on the fielder's person.

Effect Sec. 6 H.

1. On a fair-batted ball, or a ball over foul ground in a situation that might become a fair ball, all base runners are entitled to advance three bases from the time of the pitch.
2. On a thrown ball all base runners are entitled to advance two bases.
3. In each case the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases.

Note: If in the opinion of the umpire, a fair-batted ball would have cleared the outfield fence, if not interfered with, the batter shall be awarded a home run.

Section 7. Base runners are entitled to advance without liability to be put out:

- A. When a fair-batted ball goes over the fence or into a stand, without touching the ground, the batter shall be entitled to a home run.

Effect Sec. 7 A.

1. A fair ball that clears the fence before touching anything other than the fielder, and which is not caught, is a home run. This includes any ball hitting the top of the fence and goes over the fence.
2. When a batted ball, either fair or foul, is legally caught on the fly, while fielder's feet are still within the established lines of the playing area, the batter is out, even though the fielder's

momentum may cause him to fall over the fence, into a dugout or patron areas, or cross a line on the ground marking the out of play area, provided in the umpire's judgment the catch was completed. The ball is declared dead and each and every runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.

- B. When a fair batted ball bounds or rolls into a stand, over, under or through a fence or other boundary of the playing field, base runners are awarded two bases, from the time of the pitch.

Effect Sec. 7 B. This award is made, whether or not the batted ball is first touched by a fielder.

- C. When a fielder touches a ball with an illegal glove, the catch is nullified.

Effect Sec. 7 C. The umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the offensive team. Revert to the previous pitch, disallow the catch and charge an error to the fielder. Ball is dead and the batter is awarded 1st base and each base runner is awarded one base.

- D. When forced to advance because of the batter being awarded first base.
- E. When obstructed by a fielder between the bases or while rounding a base, unless the fielder is trying to field a batted ball, a thrown ball, or had the ball in their possession ready to tag the runner.

Effect Sec. 7 E. The obstructed runner shall be awarded at least one base beyond the last base legally touched before the obstruction. The umpire may award additional bases the runner would have made had no obstruction occurred. If a runner continues beyond the base that would be awarded by the obstruction they become in jeopardy. The ball remains alive and all other runners remain in jeopardy.

EXCEPTION: When a runner is awarded base(s) for obstruction, any preceding runners may advance if forced without liability to be put out.

- F. When a ball is alive after a batted ball and is overthrown into foul territory and is blocked.

Effect Sec. 7 F. In all cases when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each base runner is awarded two bases from last base occupied, unless required to retouch.

1. When a first throw is made by an infielder trying for a first play, the award is made from the batter and base runner's positions at the time of the pitch.
2. When an infielder makes a first attempt at a play or throw and then makes a second attempted play, throw, or on any throw from the outfield, the award is made from the last base touched by a runner at the time the throw is released.

Note: Should more than one runner be between the same bases, the advanced runner governs the award.

- G. When an accident or incident occurs that prevents a base runner from proceeding to a base to which entitled, as on a home run or other awarded base, a substitute runner shall be permitted to complete the play.

Effect Sec. 7 G. In each instance, when a batter or runner is awarded one or more bases, each base must be touched in order while advancing; otherwise the defensive team may appeal the runner at the missed base.

Section 8. A base runner forfeits exemption from liability to be put out if:

- A. While the ball is in play, fails to touch each base in legal order before attempting to make the next base.

Note: Should an appeal be made, it is considered a forced out when the appeal is on the batter-runner for missing first base or any other base a runner is forced to advance because the batter became a base runner.

- B. After reaching first base, the batter-runner over slides or over runs first base, and makes an attempt toward second base.
- C. After dislodging a base, the runner attempts to continue to the next base.

Effect Sec. 8 C. To avoid being in jeopardy, the runner must either remain with the dislodged base, or remain stationary at the base's proper location. If the base runner makes an effort towards the next base, and then tries to return to the dislodged base, the runner is in jeopardy. It is entirely within the umpire's judgment whether or not the runner should be safe or out.

Exception: If a runner's momentum causes them to over slide away from the base's permanent position and a tag has been made on the runner, the runner is out. If the base had not come loose the runner must stay in contact with the base. If the base is dislodged, the runner should stop in the area where the base should be. Runners should not be allowed to over slide a base and use the dislodged base as an excuse. It is the umpire's judgment whether or not the runner should be out.

Section 9. Base runners may and shall return to bases at various times:

- A. Base runners required to return, or attempting to return, when the ball is in play, must touch each base in regular legal reverse order, which includes any intervening bases.

Effect Sec. 9 A. Note: The following are appeal plays:

- 1. While the ball is alive, base runners are in jeopardy until they get back to their base.
 - 2. No base runner may return to a preceding base after the ball has been declared dead; after touching a succeeding base or after a following runner has scored.
 - 3. No base runner may return to retouch a missed base after a following runner has scored.
- B. Two base runners may not occupy the same base simultaneously.

Effect Sec. 9 B. The first runner touching a base shall be entitled to occupy it until legally touching the next base or is forced to leave the base because the batter became a runner. The following runner may be put out by being tagged with the ball, even though both runners are in contact with the base.

- C. A base runner shall not run bases in reverse order to confuse the fielders, or to make a travesty of the game.

Effect Sec. 9 C. The runner shall be declared out by the umpire, ball dead.

- D. A base runner returning to a base to re-tag a base when a fly ball is caught and thrown by a fielder to any base. If the ball is thrown into a dead ball area, the two base awards will include the base the runner must retouch. The determining factor shall be whether the base runner had possession of the base at the time of the throw.

Effect Sec. 9 D. If the base runner is in contact with the base, the runner will be awarded two bases from the time of the throw. If the runner leaves the base too soon, the runner will be awarded the base that must be retouched plus one base. After awarding the bases, it may now become an appeal play if the runner fails to retouch the base.

- E. Base runners returning to a base on a ground ball or any time the runners are not required to retouch a base, are awarded two bases from the last base occupied.

Section 10. Base runners must return to their bases:

- A. When any foul ball is not legally caught.
- B. When any illegally batted ball occurs.
- C. When a proper batter is out on appeal for failing to bat in order.
- D. When a base runner is called out for interference.
- E. When an umpire or base runner is struck by a fair batted ball before it touches a fielder or passes any fielder other than the pitcher.

Note: Rule 4. Sec. 47. PITCHER/INFIELDER. A pitcher becomes an infielder after pitching the ball and has a reasonable opportunity to field a batted ball.

- F. When time out is called by the umpire.

Effect Sec. 10 A-F.

1. The ball is dead immediately.
2. Base runners may be forced to advance if the batter is credited with a hit under Rule 8, Sec. 10 E.
3. Base runners need not touch intervening bases when required to return.
4. Base runners must be allowed sufficient time to return when required.

Section 11. Base stealing or advancing is not permitted as a result of any pitched ball not hit:

Note: Base runners must keep contact with their base and may leave only when a pitched ball has reached or passed home plate, is batted, or hits the ground.

Effect Sec. 11.

1. Each pitch not hit becomes dead and base runners must immediately return to their base as the catcher is returning the ball back to the pitcher.
2. After runners have returned to their bases, they cannot leave it again until the pitched ball again has reached or passed home plate, is batted, or hits the ground.

Effect: Exception. A runner who leaves before the pitched ball passes home plate or hits the ground is out. Ball is dead and no runners may advance.

Section 12. Base runners are not out:

- A. When a batter-runner over runs or over-slides first base and immediately returns to the base.
- B. When a base runner is required to return to a base and is not given sufficient time to return.
- C. When a base runner is touched with the ball not securely held by a fielder.
- D. When a defensive team does not attempt an appeal play until after a next pitch is made.
- E. When a base runner remains on the base until a fly ball is touched and then attempts to advance.
- F. When a base runner runs outside a base line and behind a fielder attempting to field a batted ball.
- G. When a base runner runs outside the base line other than to avoid a fielder attempting to tag him with the ball.
- H. When a base runner is hit by a batted ball that has passed through or past a fielder and no other fielder is getting in position to field the ball.
- I. When a base runner makes contact with a fielder not entitled to field the ball when more than one fielder is attempting to field a batted ball.
- J. When a base runner sliding into a base, dislodges it from its proper position.

Effect Sec. 12 J. To avoid being in jeopardy, the runner must either remain with the dislodged base, or remain stationary at the base's proper location. The base runner's momentum should not carry them past the base's proper location. If the base runner makes an effort towards the next base, and then tries to return to the dislodged base, the runner is in jeopardy. It is entirely within the umpire's judgment whether or not the runner should be safe or out.

- K. Following runners are not required to touch a base that has been dislodged and is several feet removed from its location.

Effect Sec. 12 K. Runners may either touch the dislodged base or touch the area where the base is supposed to be.

- L. While in contact with a base, the runner is hit with a fair batted ball, unless the umpire rules that the runner intentionally interfered with the ball or a fielder attempting to field a batted ball.

Effect Sec. 12 L. The ball remains alive with all runners continuing to be in jeopardy.

Section 13. Courtesy Runner. ***A team may use an unlimited number of courtesy runners.***

- A. The courtesy runner may be any player on the team's roster.
- B. The courtesy runner may be entered at any time.
- C. The Co-Ed Program will NOT use a courtesy runner.

Effect Sec. 13. In the event the courtesy runner is on base when it is their turn at bat they will not be removed from base to bat. The courtesy runner will lose their turn at bat. The batter following the courtesy runner will be the next batter. The penalty for the courtesy runner losing a turn at bat is an OUT.

Note: Once a base runner is replaced by a courtesy runner, the original player cannot return as a base runner. If the courtesy runner is injured and there are no substitutes, the courtesy runner is out.

RULE 9 – LIVE BALL/DEAD BALL

Section 1. The ball is legally put in play by the umpire:

- A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position, on the pitcher's plate, batter in the batter's box, catcher in catcher's box and the umpire signals "play".
- B. In each instance thereafter when the ball becomes dead and the above procedure is followed.

Section 2. The ball is alive and in play:

- A. When the pitcher has the ball in his possession at the pitcher's plate.
- B. When the pitcher delivers the pitch toward home plate.
- C. When the batter hits the pitched ball legally.
- D. As long as there is a play resulting from a legally batted ball.
- E. When a live ball strikes a photographer, groundskeeper, policeman, etc.; when they are assigned to the field as part of the game.
- F. When a fly ball is legally caught. (Unless it is caught on the 2nd foul after 2 strikes.)
- G. At all times during the enforcement of the infield fly rule.
- H. When any thrown ball goes into foul territory and is not blocked.
- I. When a fair batted or thrown live ball accidentally strikes the coach.
- J. When a thrown ball strikes an umpire or offensive player.
- K. When a fair ball strikes an umpire or base runner after touching a fielder, or after passing any fielder including the pitcher/infielder.
- L. When a fair ball strikes the umpire or offensive player on foul ground.
- M. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.
- N. When obstruction is called, the runner obstructed cannot be put out until reaching the base entitled to, because of the obstruction.
- O. When a base runner must return to a base in reverse order while the ball is alive and in play.
- P. When a base runner is called out for passing a preceding runner.
- Q. When a base runner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while base runners are progressing around the bases.
- S. When a base runner is called out for being out of base lines.
- T. When a base runner is forced or tagged out.
- U. When an appeal play is involved or enforced.

Effect Sec. 2 U. This applies during an appeal play situation, which is attempted before the umpire has called "TIME". However, after a dead ball interval, base runners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.

- V. Whenever the ball is not dead, as provided in Sec. 3 of this Rule.

Section 3. The ball is dead and not in play:

- A. When a no pitch is declared.
- B. When an illegal pitcher's action is declared.
- C. When a base runner is called out for leaving a base too soon, on a pitched ball.
- D. After each pitched ball and strike not batted.
- E. When a pitched ball touches any part of a batter's person.

- F. When a batter bats illegally, or hits the ball with an illegal bat.
- G. When a batter deliberately bunts or chops the ball downward.
- H. When the batter is hit by their batted ball, either fair or foul.
- I. When a foul ball is not caught on the fly.
- J. When a batter steps completely across the plate, with the pitcher on his plate.
- K. Intentionally dropped fair fly ball or line drive, by an infielder. (See 7-2H)
- L. *When the batter hits a foul after two strikes. (See 7-2D)***

Effect Sec. 3 A-L. Ball immediately dead. No runners may advance.

- M. When an offensive team member causes interference.
- N. When the base runner deliberately crashes into a defensive player, while waiting to make a tag.
- O. When a base runner is off a base and is hit with a fair batted ball, before the ball is touched by or passes through the infielders.
- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the playing field.
- R. When a coach intentionally interferes with a batted or live thrown ball.
- S. When a ball is caught with an illegal glove, in any manner.
- T. When a spectator or other person not in the game causes interference.
- U. When a batted ball hits an umpire before the ball is touched by or passes through the infielder. Batter is awarded first base. No base runners may advance except to make room for the batter-runner.
- V. When "TIME" is called for any reason by the umpire.

Effect Sec. 3 M-V. Ball immediately dead, however, runners are permitted to retain any bases they may have advanced, or any bases they may be awarded at the time of, or because of the interference.

- W. When there is interference with the batter, which is enforced.

RULE 10 – CRAVEN COUNTY CO-ED PROGRAM MODIFICATIONS

Southern Softball Rules will be used unless otherwise stated in the following rules.

Section 1. League Format. If there are 9 teams or fewer registered for the season (and there is not a need for more than two games per field, per night), games will begin at 7:00pm and 8:10pm. If there are more than 9 teams, games will begin at 6:30pm, 7:40pm and 8:50pm. All games will start at the assigned game time; there will be no grace period. A team that is not ready to begin at game time will forfeit. Teams are guaranteed to be scheduled for a minimum of eight regular season games and one tournament game, plus any additional tournament games based on performance. Tournament winners will receive a plaque, championship t-shirts, and bragging rights.

Note: A-League and a B-League will only be offered if there are 10 or more teams registered for the season. At least 5 teams must request A-League and at least 5 teams must request B-League for them to be offered. If A-League and B-League are offered, teams will be divided evenly and will only play the teams within their division (regular season and tournament). A-League will be considered the 'Open League' and B-League will be considered the 'Recreational League'.

Note: If there are 9 or fewer teams registered for a season, everyone will compete in the same regular season and tournament. Individual A-League and B-League tournaments will not be offered.

Section 2. Roster. Team rosters will be accessible through RecDesk as well as the Craven County Recreation & Parks website. To appear on the team roster, players must register through RecDesk by visiting cravencounty.recdesk.com. Players may be added to the team roster at any point during the regular season; however, they must participate in a minimum of two regular season games to have tournament eligibility. Any player who is not registered through RecDesk and/or does not participate in two regular season games will not have tournament eligibility. The roster is limited to 20 players per team.

Section 3. Minimum Age. Players must be at least 16 years of age by the first scheduled game.

Section 4. Ball. Teams will hit their own balls (12" balls for everyone). The pitcher is responsible for pitching the correct size ball. 44 Cor. 375 compression or less balls will be used.

Effect Sec. 4. If the wrong ball is used, all play stands.

Section 5. Players. A team may start the game with a minimum of 4 players and a maximum of 10 players. There will be an out recorded for each position in the lineup that has less than 9 players. (Example: A team with 8 players will have one automatic out.)

Comment: At least 4 females must be on the playing field at all times. A team may play with less than 4 females, but an out will be recorded each time her position comes to bat. There can be no more than 6 males on the field at one time.

Note: Teams must still have 4 females in the lineup or an out will be recorded in their position also. Any time a team starts with less than 9 players, a 10 run rule is in effect at any time after a complete inning.

Note: If a team starts a game with 9 or more players, they are not subject to this run rule. If both teams start with less than 9 players, the 10 run rule is in effect for both teams.

Effect Sec. 5. If a team starts with 8 players, they must add a man and a woman at the same time at the end of the line-up. At no time will the eleventh and twelfth player be added once the game has started.

Section 6. Altered Bat Director Inspection and Suspension. The league director may at any time ask to inspect a bat that is believed to be illegal and has been brought to their attention. The owner and/or user may either:

- A. Withhold the bat from inspection and accept an immediate one-year suspension from Craven County Recreation and Parks league play with no right to appeal; or,
- B. Allow the league director to inspect the bat and reach a conclusion as to whether or not the bat might be altered. If the bat is thought to be altered, the bat will be ineligible for the rest of the game. League administration will review the next business day and could require the bat be sent to the manufacturer for testing.

Note: If a player is found to be using an illegal, altered bat, they will be suspended from league play. A first-time offender will be suspended from league play for one year. A second time offender will receive a permanent suspension.

Section 7. Batting. Men and women will alternate positions in the line-up when possible. The team will bat 12 players; thus 7 males and 5 females for the batting lineup. If teams start with 12, they must finish with 12, or an out will be recorded for each position dropped from the lineup. Men will not be walked.

Effect Sec. 7:

- A. If a man is walked, intentionally or unintentionally, the woman (her option) may be awarded first base. Other base runners will advance if forced. If the female decides to take her at bat instead of advancing to first base, the male will still be awarded second base. The male is not required to touch first base.
- B. If a player is removed from the game for any reason and a substitute is not available, then an additional male or female player must be removed to maintain an equal number of male and female players. A player in any position of the line-up may be removed. If this leaves less than 8 players, the game will be forfeited.
- C. When the removed player's position comes to bat an out will be recorded, (Rule 3, Sec. 3, Effect).

Section 8. Female Batters.

- A. A line will be placed at 180 feet along the outfield.
- B. When females are at bat, all outfielders must stand behind this line until the ball is hit.
- C. When females are at bat, all infielders must remain in the infield (dirt).
- D. If a team has 10 players, 4 of the players must stand behind the line. If a team has 9 players, 3 of the players must stand behind the line. If a team has less than 8 players, the team will not have outfielders behind the line.
- E. Outfielders may cross the line once the ball has been hit, regardless of where the ball is hit.
- F. The player at bat will be awarded first base if the outfielders cross the line before the ball is hit.

Section 9. Additional hitter. If an additional hitter is used, there must be one man and one woman.

Note: Teams may use a female additional hitter without a male additional hitter.

Effect Sec. 9. Additional hitters will not be added to the roster once the game has started.

Section 10. Run Rule. 10 runs after 4.5 or 5 innings, 15 after 3.5 or 4, and 20 after 2.5 or 3 innings. This applies for all games.

Section 11. Home Run Rule. Teams are allowed 5 home runs per game. All home runs after 5 will be counted as outs. Home runs can be hit by 5 different players or any combination. This rule applies for all games, regular season or tournament.

Section 12. Time Limit. All Craven County Recreation Adult Co-Ed Softball games have a time limit of one hour and ten minutes. No new inning will begin after the one hour and ten minute mark has been reached. The inning that is being played at one hour and ten minutes will be completed. If there is a tie at the end of the inning being played after the one hour and ten minute mark has been reached, the game will end in a tie. Only the championship game will not have a time limit.

Section 13. Pitchers. A woman or man may pitch.

Effect Sec. 13. If a woman pitches, then a man must catch. If a man pitches then a woman must catch.

Comment: No "fake pitching" is allowed from the pitcher.

Note: The Pitching Strike Zone Mat will be used. The ball must be pitched underhanded at a slow speed. The pitched ball must arch three feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise more than ten feet above the ground. A pitch will be ruled a strike when the ball lands touching any part of the strike zone mat and meets the arch/height requirement. Home plate is not considered part of the strike zone mat. Any pitch that lands solely touching home plate will be ruled a ball. Pitching Strike Zone Mat dimensions will be 32in. x 19in.

Section 14. Intentional & Unintentional Walk Rule. If a male is walked and there is a female behind him in the lineup, the male will be awarded second base and the female will be awarded first base (optional). If the female decides to take her at bat instead of advancing to first base, the male will still be awarded second base. The male is not required to touch first base on his way to second base.

Section 15. Defensive players. There are no restrictions for placing players in the field or positions other than the pitcher and catcher, (Rule 13, Sec. 5, Effect).

Section 16. Courtesy Runners. Only one male and female courtesy runner will be allowed per inning. A male courtesy runner must be for a male and a female courtesy runner must be for a female. Teams may use any player to run; however, if their position comes up to bat and they are on base, it is an automatic out. Teams may not use a second courtesy runner. A second courtesy runner would only be allowed in the event that there is an injury and both coaches agree on the matter. Teams may not substitute the role of courtesy runner.

Section 17. Protest. An official protest must be made to the plate umpire so that he can inform both team captains that the game is playing under protest. The scorekeeper must mark the book at the point the protest begins. A protest fee of \$20.00 must be paid to the Recreation Department within 24 hours, along with a written statement about the protest. If the protest is won, the fee will be returned and the game will be resumed at that point at a later date. If the protest is lost, the fee will be kept by the Recreation Department. All protests during tournament games must be resolved before the next pitch is thrown.

Section 18. Ties & Tiebreakers (Tournament Seeding). A tie for first place will be broken by head to head competition first, then fewest points allowed throughout the season, then a coin toss. Players must compete in a minimum of two regular season games to be eligible for tournament play. Anyone who has not competed in at least two regular season games will be considered ineligible to participate in the league tournament. Anyone who chooses to compete in the tournament, but does not have eligibility, will be considered an illegal player.

Effect Sec. 18. The team with the higher seed will be designated as the home team and the team with the lower seed will be designated as the away team (Ex. The 1 seed will be the home team and the 4 seed will be the away team).

Section 19. Illegal Players. When an illegal player is discovered, they are ejected from the game. If the ejected player refuses to leave the property, their team will forfeit the game.

Effect Sec. 19. If an illegal player is discovered during a game, the illegal player will be ejected for the remainder of the competition. That player's position will remain empty in the lineup and will count as an automatic out each at bat. You may not substitute for an ejected player. If an illegal player is discovered after a completed game (regular season OR tournament), the results of the game will stand – win or loss.

Section 20. Double First Base. All runners should use the orange bag if there is a play at first base and the fielder should use the white bag. If on a play to first, and the runner collides with the first baseman on the white bag, interference will be called and the runner will be out. All other base runners will return to their original bag.

Section 21. Injury Time. In the case of serious injury that stops play for 5 minutes or more, the umpire will be responsible for recording and adding lost time back to the game. Any stopping of play for less than 5 minutes will not be added back.

Section 22. Rain and Make-Up Games. Make-up games will be played the following Monday or at the end of the season. Any game suspended with less than 4 complete innings played will be resumed at the same point where it stopped. A team must resume with the same players or substitute for players that do not return. There will be no penalty for teams returning at least 10 players (Ex: If a team was playing with 12 and only had 10 for the make-up, there would not be two automatic outs). Any game that is suspended with 4 or more completed innings will not be resumed at a later time (the game will be considered finished and the results will be recorded).

Section 23. Forfeit Notification. If you know in advance that your team is going to forfeit a game, you MUST contact the Recreation Department by 4:00pm on the day of the game. If a team does not forfeit by 4:00pm, your team will be penalized with a \$35.00 forfeit fee. The forfeit fee will have to be paid before the team plays their next scheduled game.

- A. If a team forfeits a night that is rained out, then that forfeit carries over to the makeup date.
- B. Any team that forfeits 3 games will be dropped from the schedule.