

TTCC ADULT CO-ED SOFTBALL – OFFICIAL LEAGUE RULES

Managers may use their discretion in adjusting rules if necessary, at the field.

The #1 goal is to get the games in, if at all possible, be safe & to have fun!

GAME PLAY RULES

- Each team may have up to 10 players in the field (minimum of 2 females). If less than 2 females, team will take out in batting order and may not fill the defensive spots with male replacement.
- Teams will bat everyone that shows up at the game & have free field substitution for all positions.
- The minimum age to play in this league is 18 **OR** player must be out of high school. **If a player is turning 18 anytime throughout the season, they are allowed to play (parents must sign waiver).**
- Games are 7 innings long or no new inning after 75 minutes.
- There is a 15-run rule after 5 innings. Home team has their last at-bats unless they are up by more than 15 runs.

Game Start Times:

- If you do not have the minimum needed to start game (8 players to include 1 female), within 10 minutes of start time, the game is forfeited.
 - **Team that showed up gets awarded a game score of 10-0 win and gets credit for a game played towards attendance / playoff eligibility rule. Team that caused the forfeit would show a 0-10 lost for that game and doesn't get attendance credit.**
- In case of rain, the two team managers will call the game at the field, unless canceled earlier and teams were contacted. If the weather is debatable... show up at the field. 30-minute rule for lightning storms. Play must be halted as soon as lightning is observed, or thunder is heard. **IT IS NOT WORTH THE RISK!**
- Make up games need to be scheduled by team managers – check with TTCC for field availability.

Umpires:

- Each team will be asked to provide an umpire for a certain amount of regular season games. **If a team that is scheduled to provide an ump fails to do so, that team will be penalized with a \$25.00 fine for each game that the team doesn't provide an ump which will be paid to the TTCC for the purpose of buying more equipment for the league. If said team doesn't pay during the current season, then the total amount owed will be assessed to the following season's league fees for said team.**
- Be sure your teams do not question the umpire – good sportsmanship is expected. Only Manager is allowed to question or approach the umpire.
- If no umpire is present, the team managers will make the calls. Close calls will be alternated per team. Umpires must be at least 18 years old & preferably a player from the league familiar with the rules.
- League will provide umps for the playoffs.

Strike Zone:

- Strike zone consists of any ball that touches any part of home plate or the extension mat. A legal pitch is between 6' and 12'.

Rosters:

- Roster size is unlimited. All players must be listed on the official team roster/waiver form which must be submitted to the TTCC. Each player must sign the form, thereby agreeing to the waiver and code of conduct written by the city.
- Subs can be used during regular season play only as we'd rather get games instead of rescheduling. **If subbing for another team, the sub should not play in an impactful position.**
- Roster additions can be made up until the halfway point during the season. New players must sign waiver form & TTCC must approve all roster changes.
- All players that are present for a game must play, including playoffs. Unless there is an injury (need to inform other manager), all players in attendance must be in batting order.

Defense:

- You may have up to 4 outfielders.
- There will be a 35' line behind the infield grass that you are not permitted to enter until after the ball has been hit (unless your team has 4th outfielder – they can be inside that line)
- The outfielders can NOT throw out the hitter at 1st on the force play. They can throw out runners at 2nd or 3rd.
- Infield defenders are not allowed more than 2 feet in front of the bases.

Offense:

- All batters begin with a 1-1 count.
- ****BASE RUNNING RULE**** *Commitment & Safety Line Rule – The Safety Line shall be marked between home plate and the fence on the third base side of the diamond, perpendicular to the third base line. On a play at home plate, a runner will be called out if he or she touches or crosses the Safety Line after the catcher has the ball and is in contact with the plate (i.e., a force play). Otherwise, the runner will be safe. A runner will be considered to have crossed the Safety Line once they touch the ground on or beyond the line. The catcher may still tag runners out if NOT standing on Home Plate. If the runner touches home plate, runs over the plate or on the infield side (fair territory) of it, or makes intentional contact with the catcher, the runner will be called out. EXCEPTION: The runner will not be out for any of these reasons if the catcher, or any member of the fielding team, is blocking the scoring/Safety Line so that the runner cannot be reasonably expected to cross it properly. NOTE: The runner is permitted to slide across the line. A "Commitment Line" will be drawn perpendicular to the third base line, one half the distance down the line from third base toward home plate. Once a runner has touched or crossed the "Commitment Line", he or she has committed to trying to score and may not return to third base. A force play will now be in effect at home plate and the conditions of the previous rule will apply. If the runner returns to third base and does not try to score after having "committed", the runner will be called out. EXCEPTION: A runner who "committed", passed the commitment line, may return to third base after a caught fly ball OR to touch a base previously missed.*
- Courtesy runners may be used for injured players who declare their need at the beginning of the game (or if injured during the game). The courtesy runner must be the last out of the same gender.
- **There is no must slide rule, but all runners shall avoid contact. A runner may slide, go around, or go over to avoid contact with a fielder waiting to apply a tag or attempting to turn a double play. That player will be called out and if in the judgment of the umpire the batter/runner may also be called out. A runner that crashes into a fielder waiting or attempting to apply a tag will be called out.** *A safety line will be used for plays at home plate.
- Intentional walks should be avoided.
- A runner on third may stand in foul territory if parallel to the bag. On caught line drives the runner must tag up.
- No bunting, leading, or stealing.
- A base runner may not leave a bag until contact with the ball has been made.

OTHER RULES

1. **There will be an "Official" score book in the shed that the HOME team completes for both teams for the game. Upon completion of the game, both managers must sign the book and take a picture of the score/lineups and send to the managers text group. Commissioner of league, a TTCC Rep, will be on the text group and will use this to update standings on the TTCC website and monitor player eligibility for playoffs.**
2. All players on roster and have played in at least half of the team's regular season games, will be eligible for playoffs.
3. Catchers **and** Pitchers face masks are Highly Recommend, but not mandatory during game play.
4. Helmets are recommended but are not mandatory.
5. Cleats are recommended but are not mandatory. No Metal Cleats.
6. **NO SWEARING CURSING OR FOUL LANGUAGE!** – This is a family atmosphere sporting event. Teams/players will be warned on the first infraction and ejected from the game on the second infraction.
7. Players ejected from a game will sit out the next game they attend. (This includes Playoffs)
8. Smoking on any field used by this league is not permitted. Please avoid conflict by following this rule and informing your players and fans.
9. No alcoholic beverages will be allowed.
10. Shirts, shoes & (pants or shorts) must be worn during game play.

Rule Clarifications:

- Foul tip to catcher on 3rd strike is an out. Foul tip on 2nd strike is not an out. Foul ball to catcher, and caught, is an out – ball becomes a foul ball if it goes above the batter's head (Umpire judgement call).
- Ball thrown out of play – Runners get 2 bases – the base they were going to PLUS another base. It does not matter how close the runner is to the base they were going to and it does not matter where the throw is coming from (infield or outfield).

- If a ball is caught in play, but momentum carries the player out of play – runners get one base.
- Ball that hits black top, or clears the fence or goes into the woods, in the air is a homerun. Ball that rolls onto the blacktop, through the fence or into the wood is a ground rule double. If the ball is playable near the fence/woods line, the fielder must play the ball. If there is doubt, don't touch the ball & the umpire can make the ruling.

The disciplinary policy is as follows:

1st indication of problem: TTCC speaks to team manager.

2nd indication of problem: Suspension of player.

3rd indication of problem: Ejection from league.

(May be modified at any time by the TTCC due to severity of the issue)

FIGHTING – Fighting will result in expulsion from the league. Arguments will not be tolerated. The Umpire will have all authority and will solve the issue. Individual player conduct and behavior that is deemed inappropriate (foul language, disrespect, or unsafe behavior) or any complaints should be reported to the league supervisor. The incident will be reviewed, and a possible suspension will be issued. A second complaint and/or misconduct will result in that player being removed from the league. Appeals may be made to the league in writing. If an appeal is written, the TTCC will make the final decision.

Fields & Equipment:

1. The primary field will be Kelley Park Softball Field.
2. Equipment is stored in the shed behind first base dugout – includes balls, bats, lining equipment, home plate extension, cones, first aid kit, batting helmets, catcher's mask, etc.
3. Field lining is the responsibility of the home team. In playoffs – the away team (lower seed) is responsible for field maintenance.
4. Non-league bats must be approved by the TTCC.
5. If a team brings their own bats, they must be available for use by both teams – be sure to treat other teams' equipment with respect.
6. Any equipment deemed illegal shall be removed from the game and a warning issue to the team. Any subsequent offender using illegal equipment shall be removed from the game and the team may face forfeiture of the game.
7. Wells Field can be used for make-up games. Home team manager should gather equipment needed from Kelley for games at Wells & return to Kelley after game (balls, a few bats & extra home-plate mat).
 - a. **All existing rules as played at Kelley Park apply with the addition of a homerun rule:**
 - i. Home run rule at Wells: 3 + 1 Up (over the fence homeruns). Either team may go (1) homerun up as long as the other team has hit the allowed number of home runs. Any homerun hit over the limit will result in an out. A 1 Up homerun cannot win the game. The home team cannot go up one HR in the last inning, regardless of the score.

FEES/OTHER:

- Each team is to pay an entry fee of \$600.00. Full amount of the fee is due to the TTCC to secure your team's spot. Please make checks payable to the Tapply Thompson Community Center.
- Port-a-potties are located at Kelley Park.
- Please drive respectfully when arriving and leaving games. Be considerate of the fact that the Kelley Park Softball Field is in a residential area with a playground.
- Please make sure that all players know the rules and regulations.
- If you believe you will not have enough players for a particular game, please contact the opposing team's captain to see what arrangements can be made prior to the game. Once decided, the team's captain will contact the TTCC. If no arrangements can be made it is the opposing team's option to accept a forfeit.

Remember this is a Recreational League....so have fun and be a role model for others!