# ADULT SENIOR SOFTBALL

## *Men's & Co-Ed*

# Rules of Play

**Revised 20260921**

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**SOFTBALL RULES OF PLAY**

**THIS LEAGUE WAS FORMED FOR THE ENJOYMENT OF ALL OF ITS PARTICIPANTS!**

# I. LEAGUE GENERAL INFORMATION

a. The Adult Senior Softball League at-large consists of 2 individual leagues:

   i. 39+ men & 35+ Women Co-Ed - Tuesdays

   ii. 39+ men - Thursdays

b. Weather cancellations are determined by the Parks Department. In the case of inclement weather, Parks will notify the league CEO by 3:00 PM on game day. The Director will notify all commissioners and managers **via email/text by 3:30 and on the website**. Generally, no communication means that games will continue as planned.

c. **No alcoholic beverages are allowed in City of Las Vegas parks, in or out of the dugouts. Any player caught drinking during a game or at the park, except for the parking lot, will be dropped from the league, and that team will forfeit that night's games. Any player found to be intoxicated during the game will also be dropped from league play. This rule comes from the Parks Department**

d. **Any rules not addressed within this rulebook, or any season addendum will defer to published AFA rules. Any decisions on the field that are not addressed by either publication will be resolved by the commissioner on duty and with the affected team managers.**

*e.* ***No* player may take the field without first filling out the player Registration form on the website. The team dues must be presented to a league Commissioner or Director of the League prior to the Manager allowing them to take the field.** ***This is a requirement of both the City of Las Vegas and the AFA League for Insurance purposes!***

# II. LEAGUE ADMINISTRATION

a. Director – Joseph Markakis

   i. Acts as tiebreaker in all votes.

   ii. Coordinates fields, umpires, schedules with City of Las Vegas

b. President -Renee Caseman

   i. Responsible for all Commissioner decisions and direction

   ii. Manages all money in and out.

   iii. Approves and processes player registrations.

   iv. Reviews all rule changes and oversees all league communications.

   v. Updates and publishes rule book as needed.

   vi. Sits on Executive Committee for decisions on player/team conflicts.

c. Field Commissioner – Renee Caseman & AFA

   i. Responsible for all on-field rule enforcement

   ii. Oversees all on-field Commissioner decisions.

   iii. Manages and oversees disputes and disciplinary decisions.

   iv. Reports on and coordinates all management issues on-field.

v. Sits on Executive Committee for decisions on player/team conflicts.

d. Website Commissioner – Renee Caseman

i. Manages layout and content of website.

ii. Recommends all new software and revenue generation mechanisms from website.

iii. Coordinates field and umpire times for all league and post-season games

iv. Trains other commissioners or managers on their respective access and responsibilities in site

e. League Commissioners

i. Are the primary contact for all managers and players within the league on the night they play.

ii. Oversee day-to-day operations of individual leagues.

iii. Ensure that a commissioner is on duty at every league game or park on game night.

iv. Resolve conflicts on the playing field, including reserving the right to eject or suspend players as needed.

v. Collects score cards and enters weekly scores to web site or reports them to the Website Commissioner.

vi. Manages individual League's Try-outs/Drafts/Meetings.

f. Team Managers (Coaches)

i. Maintains team roster on website.

ii. Notifies the league commissioner of any player concerns or absences.

iii. Acts as voice of the league to players, relay updates, and messages from commissioners.

## III. MANAGEMENT

a. All commissioners will discuss any rule changes and new player distribution to teams with the president's approval when needed.

b. Every team needs a manager and an alternate contact that may be reached in the event the manager is unavailable.

c. Players who are new to the league and have paid dues who don't have a team will be placed on a draft list for each league they wish to play in. They will be placed on a team in order of the draft only if players are needed.

d. All players are responsible for getting balls hit over the fence.

e. Scorecards for each game must be turned into the league commissioner at the end of every night. Scorecards must have the start time of the double-header recorded on it. Player lineups on the scorecard must include last names only during playoffs.

f. Team fees must be paid by **the second week of** the season, Unless they have spoken to the league commissioner or President about why the team cannot pay dues.

## IV. CODE OF CONDUCT

As part of the City Senior Adult Softball Program, we have established the Rules and Code of Conduct to ensure all individuals and teams participate in a safe and sportsmanlike manner. Providing a quality softball program requires the cooperation of all managers, players, and spectators. Any demonstrations of misconduct will result in disciplinary action and can jeopardize your player's and/or team's eligibility to participate in any program or utilize City of Las Vegas facilities.

a. Definitions

   i. The term "individual" includes manager or player.

   ii. The term "official" includes umpire, any league commissioner, and City Staff.

   iii. The manager and entire team are responsible for the conduct of its individuals.

   iv. Misconduct will result in penalizing an individual or a team with respect to the Henderson Sports Group leagues, tournaments, and facility access.

*b.* ***Category 1 Infractions & Penalties***

   i. Minimum Penalty: Warning.

   ii. Maximum Penalty: Banned from Sports Programs/Facilities.

   iii. NO INDIVIDUAL SHALL:

      a. Demonstrate dissent by throwing gloves, bats, balls, or any other forceful action.

      b. Discuss with an official, in any manner, the decision reached by an official will be with the team manager or league commissioner only. **Players will remain in the dugout.**

      c. Use unnecessary rough tactics in the play of game.

      d. Use abusive or intimidating language or gestures toward any official or individual on or off the playing field.

      e. Use profane, obscene, or vulgar language, in any manner, at any time, on or off the playing field.

      f. Lay a hand upon, shove, or make unnecessary physical contact with any individual.

      g. Make direct or implied threats, either verbally or physically, toward any individual or their property.

      h. Appear on the field of play, at any time, in an intoxicated condition or under the influence of any other type of drug which might affect the individual's safety or the safety of others.

      i. Leave behind excessive trash.

      j. Demonstrate unsportsmanlike conduct.

*c.* ***Category II Infractions & Penalties***

   ii. Minimum Penalty: Forfeit of game.

   iii. Maximum Penalty: Banned from Sports Programs/Facilities.

   iv. NO INDIVIDUAL SHALL:

      a. Bring beer or alcohol to a City of Las Vegas Park or field when no permit is issued.

b. Fail to leave the park when directed to do so by an official.

## V. PLAYER SAFETY

a. League rules are tailored for safety and to prevent injuries. We use a double first base; the left half is for the fielders' foot, and the right half for the base runner. Also, there is a second home plate placed half the distance between the back fence and home plate (outside line) that base runners use to score. All plays at home are force outs, and there are no collisions. **On the base paths, runners must make every effort to avoid collisions or will be called out.**

b. This league is for the enjoyment of all players and there is no place for players who put the safety of another player or players at risk. If a manager feels that opposing players' actions are jeopardizing the safety of his/her players, he/she must approach the opposing team's manager and together they will discuss it with the umpire. At the umpire's discretion, the offending player(s) will be issued a warning that their action(s) are unsafe. If a warning has been issued, again, at the umpire's discretion, any subsequent unsafe act shall be ruled a dead ball out and the player(s) may be subject to ejection from the game. The attending commissioner will be the final appeal.

c. **ANY PLAYERS OUTSIDE OF THE DUGOUT** that interfere will a live ball, will result in an out.

d. Players play at their own risk. The umpire has the discretion to bench a player he/she deems to be so injured or ill that their participation interferes with the progress of the game or that he/she presents a hazard to himself/herself or other players. In this case, normal rules will apply for a player injured during the game.

e. Any person that would like to join the league will be accepted if the league management feels that they will not injure themselves or other players.

## VI. NEW TEAMS ENTERING THE LEAGUE

a. If an existing player wants to join the new team the league commissioner will see if the team needs that player. If not, the player will be placed on a team needing a player.

b. If new complete teams need a couple of players to fill their roster, they are allowed to draft. If a player chooses to switch teams, they must do so at the end of the season. During the season it will be on a case-by-case basis.

c. New teams will be on probation. If they are too strong, or a tournament style team, they will not be allowed to remain in the League. Dissection of the League President and Commissioners.

## VII. PLAYERS & SUBSTITUTES

a. You may play a non-league player, who must fill out the sub form. They must be of age of the League 35+ Women and 39+ Mens.

b. All teams will carry a roster of at least 11-13 players. Prior to the season all team rosters who are short players, the league Commissioners will be able to add players from the draft list to their team. A player is NOT officially on a team roster until they have registered and paid their dues on their coaches.

c. A player who is injured during the game may return to the game at the next change of inning. If that player's at-bat occurs while he or she is tending to the injury, **their position will be skipped without an out.**

d. **All players that are present to play must be in the line-up to bat.** Players can request to strictly bat as a DH and not play the field. **If a player can play the field but cannot bat, their spot in the lineup will be taken as an out.**

e. The minimum number of players to start a game should be 7. Any number less than will result in a forfeit.

f. If for any reason a player leaves a game to include injury, they can be replaced by someone in that league. For example, if it is co-ed they must be replaced by same sex. **During the championship game if you are caught replacing a league player instead of a rostered player who is on the field you will automatically forfeit that game.**

g. Any player who is ejected twice in one season will sit out the balance of the season. No money will be returned to the player.

## VIII. GAME NIGHT

a. The home team in the first game of each double-header will use the third base dugout for both games.

b. The commissioner for each league will provide a strike mat, one new ball for each game and score cards.

c. **All games will be six innings with the last inning being the open inning. (MENS ONLY)**

d. Managers are instructed to have their players hustle between innings to keep the pace of the game moving.

e. Early games start at 6:30PM at Lorenzi Park fields.

f. Teams will be **allowed a five-minute grace period** for the first game of their double-header if they are short players at game time. Games will start no later than five minutes after posted game time or 10 minutes after the completion of the previous game if that runs past the current game's start time. **The first game of the evening will never begin no later than 6:35.**

g. On a windy night, managers can pull the back mat, and the umpire will call balls and strikes without the mat (Both managers must agree).

h. Six innings will constitute a game. However, if the game is called because of weather conditions, 5 or more innings shall constitute a complete game.

i. All games will finish by 11:00 PM. If the lights go out, the team that is ahead and has finished a full game (at least 5 innings) will be the winner.

## IX. SCORING

a. To keep the games flowing, teams may score a maximum of 5 runs per inning. Each inning ends when a team gets three outs or scores 5 runs. The exception to this rule is the final inning of each game, where the inning will not end until a team accrues 3 outs. The umpire will announce the final inning at its beginning.

b. **A Team that forfeits 2-3 times during a current season will be ineligible for playoffs/championship games.** If a team **forfeits 3 times** during the current season, they **will not be allowed to finish the rest of the season,** and **no dues will be returned**. However, **per commissioner** of the league can allow players to continue to play but on a different team.

c. Scorecards must be completed and handed in to the league commissioner at the completion of your games that night.

d. The League Commissioner in each doubleheader is responsible for reporting scores. All scores must be sent to **runningrenee@aol.com** or texted within 24 hrs of game completion.

e. All standings will then be posted on our website for all players to view.

f. A **tie-breaker** inning may occur after the last inning has been called. This new inning will consist of one pitch per at-bat. A strike will result in a strikeout; a ball will result in a walk; and a hit will be played normally. This inning will have unlimited runs.

- Batting order continues from where it left off the previous inning.
- Three outs will be played as a normal inning.
- Last out on 2nd base and can get a courtesy runner after touching bag
- If the score is still tied at the end of this inning, a tie score will be recorded in the record.

g. If at the end of the **5th inning of play** (mens) or **4th** (Co-Ed) if ***the Home Team is trailing by ten runs or more runs*** a Flip-Flop Rule will apply, and the **Home Team** will bat in the opposing team's position.

If they are unable to score at least the number of runs that they trail the game, and it will be concluded. If they tie the game or go ahead with the opposing team then that team will then have, they're at bat.

A tie at the end of that inning will result in a Tie-Breaker inning as outlined previously and the Home Team will then bat first in that inning.

## X. HOME RUNS OVER THE FENCE

After the first home run, any additional balls hit over the fence will count as an out. Each team is allowed one home run. After that, the **"1-Up" rule** applies:

**Explanation:** Once Team A hits its allowed home run, it cannot hit another until Team B also hits its allowed home run. From that point on, both teams may continue hitting home runs, but neither team can have more than one home run more than the other at any time. **1-up rule Does not apply in the open inning**

## XI. PITCHING AND FIELDING

a. The game will be a standard slow pitch 6-to-12-foot arc. Pitches must travel higher than six feet from the ground but may not arc higher than 10 feet from the ground. However, the batter can swing at any pitch for a strike or hit, even though the umpire would call the pitch a ball. ****All Pitchers must wear a mask****

b. The pitching rubber will be placed 53' from home plate. A pitcher must have one foot on the rubber at the time of ball release, consistent with rules.

c. All pitching must be done with one continuous motion. Any stop, balk, or aborted pitching motion that is not the result of a timeout being called or the batter stepping out of the batter's box will result in a no-pitch call. The pitcher must begin the pitching motion again from the beginning.

d. Any ball hit directly back through the middle and beyond the pitcher's rubber will result in a dead ball and an automatic out. All base runners must return to the base they occupied at the start of the play. If the ball hits the ground before reaching the rubber, it remains live and in play. In the absence of marked lines, the umpire will determine the call at their discretion.

e. We have an extended home plate. All balls must hit either the regular home plate or the extended home plate to be called a strike, and all balls that do not hit either plate will be called a ball.

f. Intentional walks allowed 1 per player per game.

g. A fielder may use any glove they want to play in the field.

h. Both team managers are responsible for retrieval of all foul balls and any balls hit over the fence.

i. Any defensive player may make the play at home plate, and a borrowed catcher is expected to play defensively. If a team only has 8 players, the opposing team must supply a catcher, and that player will play **defensively unless it is in co-ed.**

## XII. BATTING

a. If the batter steps out of the batter's box when hitting the umpire will call an out.

b. Batters will start with a 1 and 1 count.

c. A batter is allowed one foul tip on the third strike; the second foul on the third strike will be called an out.

d. In all men's leagues, any batter walked receives one base and the following batter must bat.

e. ADSS only allows bats to be approved by ASA. We don't have a banned bat list.

- The REC divisions can swing ASA approved bats. Any player caught attempting to use an illegal bat will receive one warning. A second attempt to use an illegal bat will result in an immediate 2-game suspension. NO SENIOR BATS unless we have 49+ league.
- Any player attempting to use a shaved, repainted or otherwise modified bat will immediately be suspended for one year. A second attempt to use an illegally modified bat will result in lifetime removal from the league.

## XIII. BASES AND BASE RUNNING

a. There will be a double base at 1st base, one in fair and the other in foul territory. It will be placed one base width from the base line. This is to prevent collisions. The runner must touch the base in foul territory whenever there is a play at 1st base. The fielder must ALWAYS touch the fair base to be given an out. At a play at first the runner must only touch the outside base, if they touch the inside base they will be called out.

b. **This is a no-contact league.** Runners must do everything reasonably to avoid contact with base players. This means that **runners must always slide into 2nd or 3rd base** if a base player is present, or they must peel away from the base to avoid contact when out. In no case may a runner avoid sliding to interfere with the base player's catching or throwing. The runner may also slide or dive when returning to first base but **may not slide into first when running to the base on a hit.**

c. All plays at home plate are forced out once the runner crosses the Commit Line. If the runner crosses back over the Commit Line it is an automatic out, no tag is necessary, and the ball remains in play. **The runner cannot slide into 1st or home.**

d. At any base, if a runner runs into the fielder by not sliding the umpire will call them out.

e. Base runners may lead off after the ball is released from the pitcher's hand. You will be subject to the pick off rule see the lead off rule under Co_ed.

f. Tagging up on a fly ball is allowed. **On an overthrow, the runner must earn the base they're going to.** The ball is live unless it goes out of play, in this case the runner will advance only one base.

g. On Home Runs hit over fence the batter must only touch first base **(does not have to circle bases).** All runners on base must advance to the next base.

## XIV. BORROWED PLAYERS

a. A team must field a minimum of seven of that team's rostered players. If a team fields fewer than nine players, the opposing **manager must provide a catcher who will play defensively**.

b. **A team that has nine players at game time may ask the opposing manager to borrow a catcher, who will not play defensively, but the opposing manager is not obligated to provide that player, and the team will therefore play with nine players**. If the opposing team declines to provide a player, the team needing a player may borrow either the Commissioner or a manager from a team not currently playing and they will play defensively.

c. When a 9th or 10th player arrives late, they may enter the game at once. He/she will bat at the end of the lineup.

d. A borrowed player may play any position the manager wants, but they cannot bat. The manager from the team loaning the extra player must agree to loan players; this is only a courtesy to the team that is short.

e. If fewer than 7 players are present the game will be forfeited but the team can still play by picking up players from the other teams or rostered players from the sidelines. The game will still count as a loss in the league standings and score posted as loser 0 / winner 7 runs.

f. If a player is injured during the game, causing the lineup to drop below 6 players, the team may pick up or borrow a player mid-game from the opposing team only.

## XV. COURTESY RUNNERS:

a. In all leagues, runners may request a pinch/courtesy runner any time once he/she reaches base and the play is dead. If a runner chooses to request a courtesy runner, **he/she may not return to the field as a courtesy runner for another player in that inning.**

b. No substitution can be made once the umpire has called for a pitch, or the pitcher makes the first pitch to the next batter. If the runner is on base and it is their turn to bat, they will be called out. They may remain on base as a courtesy runner.

c. Unlimited base runners will be allowed with the stipulation that **no player may pinch-run more than once in an inning.** Any player who is caught pinch running more than once in an inning shall be called out by the umpire once the first pitch to the next batter has been thrown. A player caught pinch running a second time in a doubleheader shall be ejected for the remainder of the evening.

d. **The courtesy runner must be replaced before the next pitch.**

## XVI. PROTESTS

a. Judgement calls made by the umpire are not grounds for a protest. A protest may only be a rule infraction. **League commissioners cannot overrule a judgement call made by the umpire.**

b. Any decisions made by the commissioners regarding the protest are final.

c. Any complaints regarding umpire calls or behavior must be submitted in writing or via email to league commissioners. This information may only be submitted by the team manager and must include game date, time, and call information.

## XVII. MAKE-UP GAMES

a. If a game cannot be played for any reason, the commissioners will reschedule makeup games for a later date **if possible**. All managers involved will be told when the games will be made up. **In the event time does not permit a makeup game the game is considered at tie and each team**

**involved will be given 0 runs/points.**

## XVIII. PLAYOFFS

a. In most cases every team will compete in the playoffs and are seeded by the regular season records. Each league has a separate playoff tournament at the conclusion of the regular season.

b. Playoffs will never end in a tie. A tie score at the end of a game will result in extra innings, maintaining the open-ended run rule.

c. Normal rules regarding the start time of the game apply.

d. **One emergency player will be allowed in playoffs; you will play with roster players and be allowed 1 emergency player ONLY**

## XIX. STANDINGS

a. Order will be determined first head-to-head. If there is a tie-on win, then by **TOTAL POINTS** and finally, if tied, it will be decided by **TOTAL RUNS SCORED.**

b. The 8-team tournament will be split into upper and lower divisions

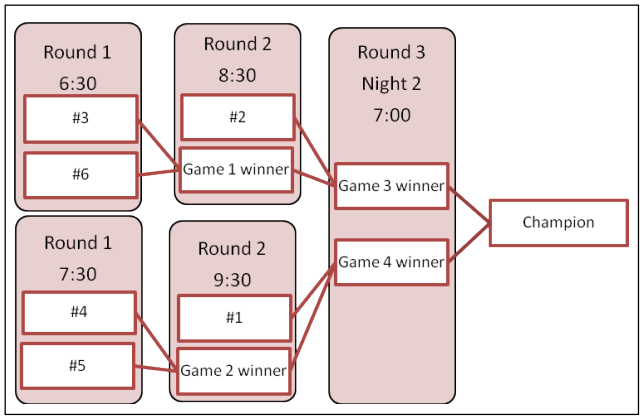
c. The 6-team tournaments will be played as follows:

(1) The 1st and 2nd seeds will receive first round byes. The 4th place team will play the 5th place team and 3rd place will play the 6th place team in the first round.

(2) The winner of 4 versus 5 will play the #1 seed and the winner of 3 versus 6 will play the #2 seed in the second round.

(3) The winners will play for the Championship.

**6 Team Bracket**

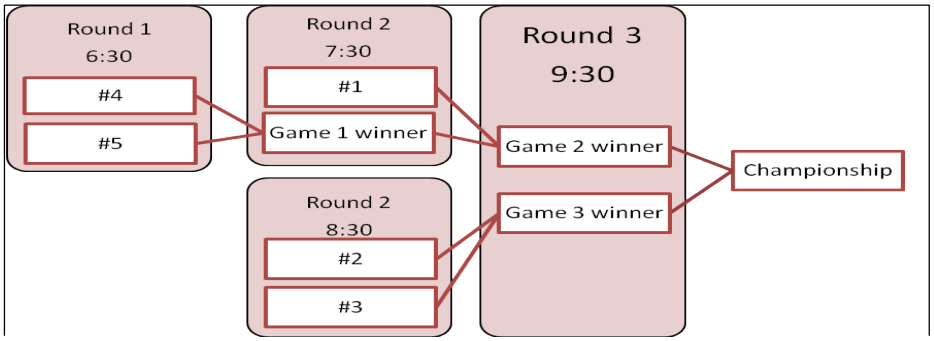



d. The 5 team tournaments will be played as follows:

(1) The 4th and 5th place seeds will receive a first round. The 2nd place team will play the 3rd place team in the Second round.

(2) The winner of round 1 will play the 1st place seed in the second round.

(3) The winners of the first and second rounds will play each other for the Championship.



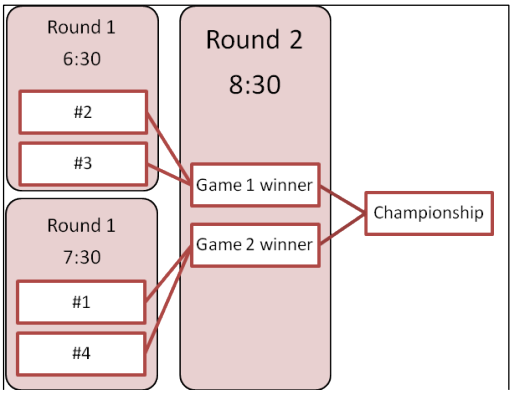

**5 Team Bracket**

e. The 4 team tournaments will be played as follows:

(1) The first round will consist of a play-in game between the 1st and 4th place teams.

(2) The second round of games will be the 2nd vs. 3rd in the 6:30 game.

(3) The winners of both will play for the League Winners.




**4 Team Bracket**

MOST IMPORTANTLY:

PLEASE ALWAYS REMEMBER THAT THIS IS A RECREATIONAL LEAGUE DESIGNED FOR THE ENJOYMENT!
LET'S PLAY BALL AND ENJOY OUR TIME

# XX. Co-Ed Rules Softball

1. **Male to Female ratio**- 7 Males:3 Females or 8 Males:4 Females 9 Males: 5 Females

2. **Coach discrepancies**- Managers are the only body allowed to speak to the umpire/league commissioner. Managers can speak to the umpire between innings, to not disrupt the flow of play. Discussions need to be concluded by the time the opposing team takes the field or approaches the plate.

3. Any further delays will result in an out determined by the umpire. If there's a need to dispute something further the manager can reach out to their commissioner or President to discuss the situation.

4. **Line-up Requirements**
   - Females can bat anywhere in the lineup.
   - 3 females must always play defense.
     - **Missing 1 girl/ 2 girls in lineup**- You must take an out where that missing girl was in the lineup.
     - **If a team has only 1 girl** in the line up in any game, they will be penalized with 2 outs every inning that the other two girls would've come to the plate. **Can only field 7 guys and 1 Girl**. **Opposing team can loan a catch but will not play defensive** Cannot field a male in place of missing girl.

5. ***Tie Game- Games are governed by the 5 innings. At the conclusion of the clock with each team having equal at bats (however many innings can be fulfilled within regulation time) if the score is tied the next inning is "Sudden Death"***
   - **Sudden Death Rules**
     - 1 pitch per batter
     - Ball= Walk
     - Strike or foul= Out
   - Each team gets a 3 out attempt to score.
   - Last out starts on 2 and may get a courtesy runner
   - Game ends after Sudden Death Inning regardless of the score.

6. **Baseline Running**- batters/runners that collide with the defense inside the 1st baseline or inside the 3' line down 3rd base will be an automatic out.

   - A runner going to 1st from home must use "the outside bag" located to the right of the first baseline to avoid a collision with the throw. If a runner collides with the 1st baseman/woman and the runner is inside the baseline the runner will be out.

- When running home from 3rd the runner must be on the right side of the 3' line to avoid a collision at Homeplate. If a collision occurs at home and the runner is inside of the 3' delineation the runner will be out.

7. **Home Run Rule:** After the first home run, any additional balls hit over the fence will count as an out. Each team is allowed one home run. After that, the **"1-Up" rule** applies:

   **Explanation:**

   Once Team A hits its allowed home run, it cannot hit another until Team B also hits its allowed home run. From that point on, both teams may continue hitting home runs, but neither team can have more than one home run more than the other at any time. **Does not apply in open inning.**

   Note: A home run does **not** advance base runners unless the bases are loaded.

8. **Lead-off rule**-Base runners will be allowed to leave the base upon the release of the ball from the pitcher's hand. Base runners may not "steal" a base, however the lead off will allow "hit & run" strategies to be implemented into the game. By leading off, base runners will be subject to being "picked off". "Pick off" attempts will be governed by the "force play" rule. The ball must beat the runner to the base; no tags are allowed. If the "pick off" throw gets by the fielder, the base runner must re-tag the base and then may proceed to advance to as many bases as he/she may get. On any pitch called a ball (not on a pitch that is short and dead by rule) or a strike the ball shall remain alive and runners who were attempting to advance on a hit and run play or otherwise leave their base early are in jeopardy of being put out under the aforementioned "force play" rule. When a batter receives a walk or a strike out, the ball is alive and in play, unless the 4th ball is short and dead by rule. Base runners may not advance on an overthrow from the catcher to the pitcher.

9. **Pitching arc**- 6'-10'

10. **Bat Requirements**- ADSS only allows bats to be approved by AFA. All bats must have USSSA, NSA, USA, or ASA stamp **(No senior, or baseball, allowed)** We don't have a banned bat list.
    - Bat approval is at the umpire's discretion solely.

11. **Courtesy Runners** – Unlimited courtesy runners are allowed. In co-ed play, runners can be of any gender. Multiple courtesy runners may be used in an inning; **however, the same individual may not serve as a courtesy runner more than once in the same inning.**

12. **Walks-** A male batter who is walked and is followed in the lineup by a female batter shall be awarded first and second base, regardless of the count. A female batter may be awarded a walk only when there are **two outs**. If a male batter is walked and is followed by another male batter, he will be awarded first base only.

13. **Outfield Boundary Line**- all outfielders must be behind the Boundary Line until the ball is put into play. Boundary Line is depicted by the light posts on each side of the field if no cones are displayed.

    - Rover position is allowed in any gender. **Rover must be behind Boundary Line if there is a female at bat.**

14. **Ball hit back at the pitcher**- Any ball hit directly back through the middle and beyond the pitcher's rubber will **result in a dead ball** and an automatic out. All base runners must return to the base they occupied at the start of the play or result in a forced out. If the ball hits the ground before reaching the rubber, it remains live and in play. In the absence of marked lines, the umpire will determine the call at their discretion

15. **Plays at home**- any runner attempting to score needs to cross the line of demarcation extended from home plate to the backstop prior to the catcher having possession of the ball. The catcher must have possession of the ball for the runner to be out. (Possession = ball is fully controlled by baseman. Bobbling signifies lack of possession)

16. **Roster requirements**- every team must carry 12 players including 3 females all season.
    - **Forfeiture**- any team that doesn't have 8 players on the assigned field at game time will have to forfeit their game.

    - Any team with 9 players at game time will ask their opposition to catch for themselves.

      **IMPORTANT: A substitute catcher is permitted solely for the purpose of returning the ball to the pitcher.** No defensive plays may be made by the substitute catcher; all defensive responsibilities remain with the defensive team. **This provision does not apply when a manager or Commissioner is catching following the opposing team's provision of providing the borrowed player. They may play defensively.**

17. **Ejections**- If anyone is ejected from a game, they will need to leave the field for the duration of the evening. The ejection will be for the day not just the game in play.
    - If any player is ejected twice in one season they will be removed from the league without a refund of dues and will not be able to return the following season.
      - NOTE: Any action deemed detrimentally unsportsmanlike to the league or not conducive to a friendly competitive atmosphere by leagues governing bodies can result in you being ejected from the game and possibly the league without warning.

18. **All rosters must be finalized by week 4 and will be locked.**

*****(1) emergency player will be allowed during playoffs, seeding, or championship games.** Teams must play with rostered players only. If a team has more male than female

players, an automatic out will be taken in the lineup where the female would normally be placed and that male player cannot field.