

# Englewood Senior Softball League Playing Rules

## LINE-UP CARD EXCHANGE

Before each game, a LINE-UP card with players last name, number, and position (optional) in batting order must be presented to the umpire and opponent.

## PITCHING, SCREEN & BATTER

All Pitchers must utilize the pitching screen. Silver and Bronze Division must also wear a mask.

Pitcher's Box is 2 feet by 10 feet. Pitcher must have one foot inside the box when beginning his delivery.

No "walking the box". Pitcher must come to a set and pause facing batter with ball in front of his body.

The pitching screen must be placed no more than 4 feet in front of the pitching plate and must cover a minimum of half the pitching plate.

Once the screen is placed, it may not be moved in that ½ inning unless it has moved from original placement.

The ball must be pitched between a 6 to 12 foot arc.

If a pitched ball hits any part of the plate, it is called a strike. (Dirt first does NOT exist)

After the pitcher releases the ball, he must move behind the screen.

- He may field the ball as soon as it is hit.
- If the umpire rules the pitcher did not get behind the screen, the pitcher will receive a warning.
- If this occurs a second time, the pitcher is removed from pitching. He may play any other position.

If a ball is released by the pitcher and he is ruled not behind the screen and the batted ball is touched/caught by the pitcher, the umpire will rule the play dead. The batter will be awarded first base and forced runners will move up one base.

A batted ball hitting the screen is a dead ball. In each at bat, the batter is allowed one batted ball hitting the screen. The second ball is a strike.

(The pitching rules are a hybrid of FHC & SSUSA).

## BATTING

Batters start with 1-1 count. On a foul ball with a two-strike count, the batter is out, and the ball is declared dead. An exception occurs if there are less than two outs, and the ball is caught. The ball remains live, and runners may advance at their own risk. Strike Zone/Plate or Mat must be used.

## BASE RUNNING

- a. The batter must run to the courtesy first base. If the ball is a hit to the infield, the runner may go to the inside bag to avoid a collision.

If the ball is hit to the outfield, the batter/runner may touch either base.

Once the batter-runner reaches first base, the double base shall be treated as one base and the fielder or runner may use either portion.

- b. A runner must make every effort to avoid a collision. If in an umpire's decision the runner misses a base to avoid a collision and otherwise would have been safe, he may be called safe.
- c. If in the umpire's judgement, the runner fails to avoid a collision, he may be called out.
- d. Sliding **back** into first and anytime into second and third base are permitted. Sliding into the **SCORING LINE** is an OUT.
- e. A **Commitment Line** shall be marked in foul territory thirty feet from home plate and at a ninety degree to the baseline.

Once the runner touches or passes the line, he may NOT cross back over the line. If he does, he is automatically OUT.

Once the runner touches or crosses the line, the defense can only get him out by touching home plate. If the runner is tagged after he crosses the **Commitment Line**, the runner is safe, the run scores and the ball remains live.

- f. The **SCORING LINE** shall be drawn parallel to the first base line, from the inside corner of the secondary home plate. The line shall be 12' in length. A runner scores if his foot is down on or on the ground across the SCORING LINE. If a runner touches the batter's box, the wood or mat home plate or inside the secondary home plate, he is declared out. This is an automatic out, not an appeal play.

## BASES

The distance between bases for GOLD is 70', for Silver 65' and Bronze 60', where available.

## DESIGNATED SUBSTITUTE

### Gold

- a. Each Gold Team shall be allowed to add two (2) Silver rostered players to their annual roster specified as a DESIGNATED SUB (DS) in the POSITION column on QUICKSCORES.

- b. Should a team have less than ELEVEN (11) players available for play, one (1) DESIGNATED SUB may be used. Should a team have less than TEN (10) players available to play, two (2) DESIGNATED SUBS may be used.
- c. The DESIGNATED SUB(s) must bat last in all situations.
- d. Exceptions: When a Rostered Player is unable to play entire game due to injury, a DS may replace him in the line-up when Rostered player leaves game.  
  
A DS as a pitcher may be used as a 11th or 12th player.
- e. The DS must play pitcher, catcher, right field or first base.
- f. In the event of an injury or special circumstance, each team's DS may be changed once per season.

## **Silver**

- a. Each Silver Team shall be allowed to add two (2) Gold rostered players to their annual roster specified as a DESIGNATED SUB (DS) in the POSITION column on QUICKSCORES.
- b. All GOLD PLAYER being used as a Designated Sub must be approved by the Coordinator and Commissioner.
- c. Should a team have less than twelve (12) players available for play, one (1) DESIGNATED SUB may be used. Should a team have less than eleven (11) players available to play, two (2) DESIGNATED SUBS may be used.
- d. The DESIGNATED SUB(s) must bat last in all situations.
- e. Exceptions: When a Rostered Player is unable to play entire game due to injury, a DS may replace him in the line-up when Rostered player leaves game. A DS as a pitcher may be used as a 12th or 13th player.
- f. The DS must play pitcher, catcher, right field or first base.
- g. In the event of an injury or special circumstance, each team's DS may be changed once per season.

## **COURTESY RUNNER**

A courtesy runner must be a player from the current game roster. A CR must take the base immediately or between batters (NOT DURING AN AT BAT). A courtesy runner may run once per inning, except during the open inning if the runner he ran for reaches

base again. Once the CR touches the base, he is considered the base runner. Any injury would be considered an exception. A lifted runner may NOT return to a base that inning. Once in the game, the CR cannot be replaced unless seriously injured enough to leave the game.

### **FLIP/ FLOP RULE**

Mandatory that should the HOME team is behind by 10 or more run in the top of the 7<sup>th</sup> inning, they bat again, assuming the VISITORS top half of the inning.

### **EXTRA INNING PLAY**

Beginning with the 8<sup>th</sup> innings, the player at bat when the last out is made in the 7<sup>th</sup> inning, shall begin as a baserunner on 2<sup>nd</sup> base. A CR is allowed after the runner reaches 3<sup>rd</sup> base.

### **INCLEMENT WEATHER**

In the event of inclement weather, the local Groundskeeper generally will determine playable conditions.

Should inclement weather delay the start of a game or in the event of inclement weather during a game, teams will be required to delay at least one-half hour.

At that time, the Division Coordinator or Commissioner will decide to play, shorten, or postpone the game according to GAME ENDING PROCEDURES.

It shall be considered a complete game if 5 full innings have been completed, or 4 and a fraction, if the HOME team has scored more runs than the visiting team. If play goes beyond 5 innings, teams must have an equal number of out opportunities. If not, the score reverts to the last completed inning, should the game be shortened.

In the event of less than 5 complete innings or a tie, the game will be restarted from that point, at which time the BOD will reschedule the competition.

### **PROTESTS**

All protests must be made before the conclusion of the game. Judgement calls by umpires are NOT subject to protest. A written protest accompanied by \$20 is due within one hour of the completion of the game. A detailed report must be filed within 24 hours of the game start time. A winning team protest will NOT be reviewed.

### **EXTRA HITTER**

A team may utilize an Extra Hitter in their line-up. The EH will NOT play in the field unless a player becomes injured. The EH may NOT be used should the team have only 11 players available.

### **HOME RUNS**

Should a hit ball clear the fence in fair territory, HIT and SIT Rule shall apply, meaning Batter-Runner and base runners are NOT required to touch any base. All runners are considered to have scored.

### **BATTING OUT OF ORDER**

While the incorrect batter is at bat, the correct batter takes the batter's position and assumes the ball/strike count.

There is NO penalty while the incorrect batter is at bat.

After the incorrect batter completes his turn at bat, or the before the next legal pitch is thrown, or before the defense all leaves fair territory the incorrect batter time at bat is negated.

The player who should have batted is out.

### **ILLEGAL PITCH**

If a batter swings at an ILLEGAL PITCH, it is nullified and all play stands.

\*\*\* The ESSL Board of Directors reserves the right to interpret, add, delete, or modify the Playing Rules.