

CODGER RULES OF PLAY

This rulebook is for the specific use of the umpires, coach/managers, and players in the Cape Codgers Softball League. It is a stand-alone document and not intended to supplement any other softball rulebook. Where situations arise that are not covered in this document the umpire(s) will use common sense rulings.

1. HOME TEAM. The team designated as the Home Team will bat last in the inning.
2. FITNESS OF THE GROUNDS. Prior to the game the umpire and both managers will consult on the fitness of the grounds for play. Once the game begins the umpire is the sole judge as to the fitness of the grounds.
3. REGULATION GAME. A regulation game shall consist of seven (7) innings
4. HOME RUN RULE. There is no limit to the number of home runs in any game. If a fair ball is hit over the fence the batter-runner need not run the bases; nor will any runner on base be required to complete his running responsibilities. At Heights field, a ball clearing the right field fence, from right centerfield to the right field foul line, on the fly shall be considered a single.
5. MERCY RULE. A team may score no more than 5 runs in innings one (1) through six (6). In the 7th inning and beyond there is no limit to the number of runs. All runners must complete their running responsibilities to the next base when the 5th run is scored. Exception: Home Run.
6. TIE BREAKER. If, after the completion of seven (7) innings of play, the score is tied, the following tie-breaker rule will be played to determine a winning team. The game will play on until its conclusion, unless there is a safety issue because of oncoming darkness. In that case, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base).

CODGERS SOFTBALL PLAYING FIELD AND DIMENSIONS

- a. Bases: 65' between bases
- b. Pitching Zone: A rectangular area encompassed by the pitching rubber (6X24") and six feet back from the front of the rubber. Regardless of where the pitcher starts his motion, he can take no more than one step forward off the rubber.
- c. Home Plate: Standard 5 sided plate that is overlaid by the Strike Zone Mat (sometimes referred to as the "bang board").
- d. Strike Zone Mat. A 19" by 34 1/2" mat used to determine balls and strikes. The front of the mat will be aligned with the front of home plate. A ball with the proper arc (at least 6' and no higher than 12') that strikes the mat prior to hitting the ground is a strike. Otherwise it is a ball. All plays at home are force plays and the defensive player may touch any part of the Strike Mat to record an out
- e. Batter's Box/Mat. The box/mat is positioned 6 inches from and parallel to home plate. The end closest to the pitcher is 4 feet ahead of a line drawn through the middle of the white portion of the plate and the rear portion is 3 feet behind that line.
- f. Bases:
 - a. A Safety Base will be positioned in foul territory and in line with first base. It will be offset from the foul line by 18". It will be a flat base. A runner advancing to first must use the safety base when there is a potential infield play at first base. If a Batter-Runner hits a ball to any of the infield defensive positions, the Batter-Runner must touch the Safety Base or the umpire will call him out. Not an Appeal Play. If a Batter-Runner hits a ball to any of the outfield positions and does not interfere with the defense and/or create a safety/injury situation, the Batter-Runner may touch either base and will not be called out, if he reaches safely.
 - b. A Safety Base (colored orange) will be attached to the right (from the perspective of first base) of second base. In any forced play at second base, the runner advancing from first must use the safety base (i.e. veer off toward that safety base) or the umpire will call him out.
- g. Commitment line: A 6' line will be marked perpendicular to the third base foul line and twenty (20) feet from the back left corner of home plate.

- h. Scoring Plate: An additional home plate Safety base, identical to home plate or the First Base Safety base, will be positioned such that the back point of the Scoring Plate is 8' from the left front (3rd base side) of Home Plate and lies in line with the first base line. The Runner must use the Safety plate or be called out.

PLAYERS, POOL PLAYERS AND COACH/MANAGERS

1. PLAYERS. Each team may field eleven (11) players. All players present will comprise the batting order. All players must play in the field at least every other inning. MANAGERS AND PLAYERS MUST BE ATTENTIVE TO THIS. Penalty is warning for first offense. Manager and player ejected on second offense.
2. FEWER THAN 11 PLAYERS. A team with fewer than eight (8) players fifteen (15) minutes after scheduled game time will forfeit the game.
 - a. A team with eight (8) or nine (9) players present will be provided a catcher from the opposing team. The supplied catcher will not bat with the borrowing team but will bat with his own team.
 - b. A player must be in the dugout or on the field area to be put into position in the batting order.
 - c. Players arriving after the game has started will be added and bat at the end of the batting order.
3. INJURIES OR EJECTIONS: If through ejections that reduces a team's roster to less than eight (8) after the game has started, the coach/manager of the affected team may choose to continue the game with his reduced roster or choose to stop the game and take a forfeit. No out is called in the batting order when that player is scheduled to bat. The batting order continues to the next batter.
4. PLAYER INJURY (GAME ENDING) If a player is injured or gets sick and has to leave the game due to that injury or sickness, no out is called in the batting order when that player is scheduled to bat. The manager may replace that player with another roster player. The batting order continues to the next batter. If no roster player is available, the manager of the affected team may choose to continue the game with his reduced roster or choose to stop the game and take a forfeit. He may also use a pool player and continue the game, although it would still be considered a forfeit.
5. PLAYER DEPARTURE. If a player must leave the game for other than an injury/sickness, the coach/manager will notify the umpire and the affected team may choose to continue the game with its reduced roster or choose

to stop the game and take a forfeit. No out is called in the batting order when that player is scheduled to bat. The batting order continues to the next batter.

6. POOL PLAYER(S): Pool players may replace absent roster players of similar or lesser ratings.
 - a. Must play every inning or until roster player arrives.
 - b. Bat last in the batting order.
 - c. If the game has started and a roster player arrives, that roster player will bat last.
 - d. No pool players will be allowed during post-season play.

7. COURTESY RUNNERS. A courtesy runner may be used for the batter or a base runner.
 - a. A courtesy runner may not be used for another courtesy runner.
 - b. The courtesy runner will be the player who made the last out in the prior inning (assuming that player is capable of running).

8. MANAGERS. The team coach/manager will: be responsible for his team actions on the field.
 - a. Represent the team in all communications with the umpire(s).
 - b. If there is any controversy or prolonged discussion ONLY the team coach/manager (or his designated representative) will communicate with the umpires.
 - c. Other players MUST refrain from entering the discussions.
 - d. Prior to engaging the coach/manager in a discussion the umpire should ensure all players have withdrawn from the vicinity.

9. EJECTED PARTICIPANT. An ejected participant must leave the grounds and have no contact with the umpires or other participants. If he refuses to leave the grounds, the umpire will declare a forfeit.

10. INJURED PLAYER. If during live ball action a player appears to be seriously injured, the umpire may immediately announce "Dead Ball" and make the appropriate awards after the injured player is attended to.

CODGER PITCHING RULES

1. The pitcher must wear a mask, chest protector, protective cup, and shin guards.
2. The pitcher must take a position with one foot firmly on the ground inside the Pitching Box (See pitchers box, Codgers softball Playing Area).
3. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
4. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
5. One foot must remain inside the Pitching Box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided one foot stays within the Pitching Box. (That means, no more than one step off the rubber, with your foot remaining on the rubber.)
6. The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

CODGER BATTING RULES

1. Only ASA approved bats can be used.
2. The batting order consists of all active team players present for the game.
3. The order is established before the first pitch of the game.
4. Pool players bat at the bottom of the order.
5. Players who arrive after the first pitch will be inserted last in the lineup (after pool players).
6. Coach/Managers of both teams are responsible for monitoring the batting order.
7. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the

foot may be outside the lines prior to the pitch. The batter must remain within the batter's box when swinging/hitting the ball or until the pitch has passed the plate.

8. A foul ball on a third strike is an out.

9. A foul tip that is hit higher than the batter's head and caught is an out.

Other Rules:

1. Infield Fly Rule: A commonly misunderstood rule, this is called by the umpire when:

a) There are one or no outs;

b) There are runners on first and second OR first, second, and third;

c) The fly ball cannot be a bunt or a line drive and has to be in fair territory;

d) An infielder, including pitcher and catcher, is able to catch the ball with ordinary effort.

e) The batter is automatically out and runners may advance at their own risk.

Base Running:

1. The runner may leave base as soon as the ball reaches the front edge of home plate. If the runner leaves their base before the ball reaches home plate that runner (whichever runner left first, if there is more than one) is out and the ball is dead – no pitch is declared.

2. A runner may be picked off or thrown out at any base.

3. A runner who over-runs second or third base may be tagged out.

3. The ball remains live until the pitcher has possession of the ball in the infield (between the foul lines) and all immediate play is apparently completed. Any Runner(s) not advancing to the next base at the time the umpire calls time must return to the last base legally touched without the risk of being put out.

4. A runner struck by a ball off the bat is out by reason of interference. It is the runner's responsibility to get out of the way of the ball.

5. To the extent possible, it is the runner's responsibility to avoid a collision with a fielder who is in the act of fielding the ball. If the umpire deems that the collision was avoidable, the runner is out.