



CAPE CODGERS' SOFTBALL LEAGUE RULE BOOK (Division Two)

This rulebook is for the specific use of the umpires, managers and players in the Cape Codgers Softball League (Codgers). 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. These rulings are not for appeal. *The Executive Committee of the Cape Cod Codgers Board of Directors is the final authority to interpret and rule on issues regarding these rules.*

If there is a game protest, the umpires will stop the game and review the relevant rule in this book. Every effort should be made to adjudicate that protest prior to continuing the game. If that cannot be done in a reasonable time, then accept the protest and continue the game. These rules may not be altered by an agreement of the coaches playing a game or otherwise, except as expressly provided in the rules themselves. The Codger Rule Book will be updated as required.

Revised 5/7/2023

PROPOSED CAPE CODGERS PLAYING RULES-2023 (DIVISION 2)

RULE 1 – DEFINITIONS

ALTERED BAT: A bat is considered altered when the physical structure of a legal softball bat has been changed. **A "flare" or "cone" grip attached to the bat handle is allowed** but inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat.

APPEAL PLAY: A play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any one of the following has occurred:

A: A legal or illegal pitch,

B: The pitcher and all infielders have left fair territory,

C: The umpires have left the field of play.

Exception: Appeals for Courtesy Runner violations must be made prior to the completion of the next at bat.

BALLS: CODGERS SOFTBALLS: Softballs used in the Codgers' games will be as defined by the Board of Directors. BOD approved softballs will be provided to managers prior to the start of regular season play and only those balls may be used for scheduled league games

BASE ON BALLS: A base on balls allows the batter to reach first base without liability to be put out after the umpire judges four pitches out of the strike zone or whenever the defensive team announces their willingness to accept a base on balls.

BASE LINE: An imaginary line drawn directly between the bases.

BASE PATH: A direct line between a base and the runner's position at the time a defensive player is attempting to tag a runner.

BASE (ADDITIONAL BASE AT 3RD BASE) For safety reasons an additional base has been added in foul territory even with 3rd Base. Runners on 3RD base can opt to use that base. Runners must follow normal guidelines to tag up or retouch this base prior to proceeding toward Home Plate.

BASE RUNNING: FORCE PLAYS AT SECOND BASE and THIRD BASE: It is expected that base runners will run hard to second base and third base in an attempt to beat the throw.

On force plays at second base (or on potential double plays at second base) base runners should "peel or veer off" if the fielder has successfully completed the force out at second base. The base runner is in the best position to avoid any collision as they get to see the play developing. If the base runner "peeled or veered off" and the fielder did not complete the force out (ex. the fielder drops the ball, doesn't step on second base, etc.) the base runner will be called safe by the umpire. In addition if the umpire determines that the runner would have beaten the throw to second base had they not veered off to avoid a collision, a safe call will be made.

Fielders cannot block either 2B or 3B when the fielder does not have the ball. Fielders cannot be standing on 2B or 3B to obstruct runners when they do not have the ball. If the umpire determines that the fielder has blocked the runner's access to 2B or 3B the umpire may determine that the runner is safe.

Base runners should run hard from second base to third to prevent a force out and can run through the base. Runners will not be considered out if they touch the base and then run straight through the base prior to the fielder tagging the player or the base. However if the base runner makes the turn towards Home Plate and then attempts to return to third base they can be tagged out. If a runner runs through the base and then attempts to run to Home Plate they must first retouch that base before proceeding to the next base.

BATTED BALL: Any ball that hits the bat and lands in fair or foul territory. No intent is necessary.

BATTER-RUNNER: Is a player who has finished a turn at bat but has not been put out or touched first base.

BATTING ORDER: Each active member of a Codgers softball team must be a part of the batting order. Active means a player must be: on the team roster, present, and physically able to play. The batting order is established before the first pitch of the game **by presenting a list of each team's batting order (players number's only) by each team's manager to the plate umpire and the opposing team's manager or scorekeeper. Pool players will be listed as PP1, PP2, etc.**

BLOCKED BALL: Is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or playing area. A thrown ball touching a base coach (accidentally) during play is NOT a blocked ball.

BUNT: A ball that is intentionally tapped or chopped slowly within the infield. Bunts are illegal in Codgers softball. The ruling on a bunt is within the sole judgment of the umpire and is non-appealable. Ball is dead and batter is ruled out. All base runners will return to previously held base

CATCH: A catch is a legally caught ball when a fielder possesses a batted, pitched or thrown ball with the hand or glove.

- A. To establish a valid catch a fielder must hold the ball long enough to prove complete control and/or that the release of the ball is voluntary and intentional. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
- B. If the ball is only held in the fielder's arms or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand or glove.
- C. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching the playable area or one foot touching and the other in the air, before the catch is legal.
- D. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
- E. A ball that strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.
- F. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place. Should the catcher catch any fly ball with the mask, the batter is not out.

CATCH AND CARRY: A legal catch that a defensive player carries into dead ball territory.

CATCHER'S BOX: The area defined by lines, which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until the pitched ball is:

- A. Batted.
- B. Touches the ground, plate, or batter.
- C. Reaches the catcher's box.

CHARGED CONFERENCE: A charged conference takes place when:

- A. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter, another team representative, and/or runner(s)
- B. Defensive Conference. The defensive team requests a suspension of play and a

representative enters the playing field and talks with any defensive player or a defensive player approaches the dugout and receives instructions.

COACH/MANAGER: A coach is a person who is responsible for the team's actions on the field and that person is ***the only person who represents the*** team in communications with the umpire and the opposing team.

COMMITMENT LINES: Commit lines are marked between third base and home plate prior to the game. No other commit lines will be used at other bases. The commit line rule will be enforced by the umpire.

COURTESY RUNNER: A courtesy runner is any player who runs for a runner.

DEAD BALL: The term used for a ball that:

- A. touches any object or player out-of-play.
- B. is lodged in umpire's gear or in the offensive player's clothing.
- C. the umpire has ruled dead.
- D. The dead ball line is considered in play. Dead ball lines may not be visible onCCSL fields and may be an imaginary line established by the umpire during pregame.

DEFENSIVE TEAM: The defensive team is the team in the field.

DISLODGED BASE: A dislodged base is a base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation. A team may continue to play shorthanded if no substitutes are available. Any disqualified player discovered participating in the game constitutes a forfeit.

DOUBLEHEADERS: The first games of doubleheaders should start no later than 5:30 pm. Coaches of both teams will decide if doubleheader games will start with a 1:1 count on the batter, each team plays double innings in innings 1-6 or if they agree to use both scenarios.

DOUBLE PLAY: A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

DUGOUT/TEAM AREA: An out-of-play area designated for players, coaches, batboys and official representatives of the team only.

EJECTED PLAYER: A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player or coach discovered participating in the game would constitute a forfeit. The umpire will note the action and game situation and notify (within 24 hours of game completion) the Codgers Executive Board.

EXTRA INNINGS: All extra innings in all Division 2 games start with a runner on second base with no outs. The runner on second base is the runner who made the last out the previous inning. No pinch runners are allowed unless the batter who made the last out was run for starting at home plate. The batting order is not affected. Each batter will start with a 1-1 count.

FAIR BALL: A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not whether the fielder is on fair or foul territory at the time the fielder touches the ball. It does not matter whether the ball first touches fair or

foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. Detached equipment discarded by the offense or defense over fair territory becomes part of the ground and has no effect in determining fair/foul status when a batted ball initiates contact with the equipment (as long as it was not an intentional act by the player when contacting the ball). A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounces over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person or clothing of a player or an umpire.
- D. While over fair territory an offensive player interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the out field fence.
- H. Hits the foul pole.

FAIR TERRITORY: Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

FAKE TAG:/FAKE CALLS BY PLAYERS A form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.

Fielders cannot deceive runners or batters through verbal comments such as "I've got it" when the fielder is not in a position to make the play.

FIELD RULES-ADMIN If a batted ball gets lodged in the overgrowth in the outfield and fielders cannot locate the batted ball the fielders will raise their hands and the batter will get a ground round double. Other runners will advance two bases.

FIELD RULES-NYE If a batted ball is fair and strikes the overhanging branches, leaves or any part of the trees down the RF Line or in LF or LCF that batted ball will result in being a ground rule double, runners advance two bases

FIELDER: A fielder is any player of the team in the field.

FLY BALL: A fly ball is any ball batted into the air.

FORCE OUT: A force out is an out which is made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner and before the batter-runner or a succeeding runner has been put out. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

FOUL BALL: A foul ball is a batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.

- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground or is first touched (not caught) over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitching plate and rolls untouched to foul territory before reaching first or third base.
- I. Foul lines are considered part of the field of play.

FOUL TIP. A batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher.

GLOVES: Codger rules require that gloves used in Codger games must be no larger than 14 inches.

HOME TEAM: During the regular season the home team is that team designated on the official schedule. During the playoffs the highest seeded team will be designated the home team.

ILLEGAL BAT: An illegal bat is one that does not meet the requirements of Rule 3. Despite ASA, SSUSA and USSSA efforts to restrict the performance of bats to a safe and competitive standard, some bats may exceed those standards during their lifetime. If bat owners/managers have a reasonable suspicion exceeds the certification performance characteristics they should voluntarily take the ball out of play until the legality of the bat is verified. See Appendix A for Codgers' bat policies.

ILLEGALLY BATTED BALL: An illegally batted ball occurs when the batter hits the ball (fair or foul) and:

- A: Outside the lines of the batter's box and on the ground.
- B: When, at the time the bat makes contact with the ball, the entire foot is completed outside the lines of the batter's box and on the ground.
- C: When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- D: An illegal, altered or non-approved bat is used.
- E: When, at the time of contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box

ILLEGAL PLAYER: A player who takes a position in the lineup, either on offense or defense, who does not have a legal right to the position.

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

IN JEOPARDY: In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of the CCSL. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit if properly protested.

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: Is a fielder who defends the area of the field around first, second, third or shortstop areas.

INFIELD FLY:

In Division 2 starting in the summer of 2023 there will be no infield fly rule, All batted balls are live and runners advance at their own risk. If the umpire determines that the fielder intentionally dropped the ball or if the fielder failed to field or play a catchable ball the batter will get first base and all other runners will advance one base.

INNING: An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

INTERFERENCE: Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

INTENTIONAL WALK: A defensive team may elect to intentionally walk a batter by notifying the umpire and the batter will proceed directly to first base. An individual batter may only be intentionally walked **once** during a regulation game.

LEGAL TAG:

A: Tags plays on base runners are allowed by a fielder.

Examples: A baserunner going from first base to third base must be tagged before reaching third base. A second baseman can tag the runner going from first base to second base and throw to first base in an attempt to complete a double play.

B. Base. Once the defensive player has control of the ball in the hand(s) or glove, the base may be touched with any part of the body to be a legal touch. (e.g. the defensive player could touch the base with a foot, with a hand, sit on the base, etc.) This would apply in force out or appeal situations.

LINE DRIVE: A line drive is a fly ball that is batted sharply and directly into the playing field. A line drive will never be considered an infield fly.

NON-APPROVED BAT. A bat that does not meet Codgers' specifications. Bats with the ASA, SSUSA and USSA stamps may be used in all divisions.

NON-FIELDER (NF). A player who plays on offense only. This position is intended to allow an injured player to have an opportunity to participate on offense without playing defense. A player must agree with the manager's decision to use him on offense only. A team which employs an NF may not request a pool player if they have 11 players (including the NF).

NUMBER OF PLAYERS IN A BATTING ORDER AND/OR IN THE FIELD:

Each D2 team must bat a minimum of nine players.

Teams must play a minimum of nine players in the field.

No team can play with more than twelve players in the field.

Prior to the D2 game the coaches of the two D2 teams playing that night can meet and if both teams

have 12 or more players present prior to the game the two coaches can decide whether to play 12 players in the field or play 11 players in the field.

All players on both teams must bat.

Examples:

A-if one team has nine players and the other team has twelve players the team with nine players will bat nine players and play nine players in the field. The other team will supply a catcher. The team with twelve players will bat twelve players and play twelve players in the field.

B-if one team has ten players and the other team has twelve players the team with ten players will bat ten players and play ten players in the field. The team with twelve players will bat twelve players and play twelve players in the field.

C-if one team has eleven players and the other team has twelve players the team with eleven players will bat eleven players and play eleven players in the field. The team with twelve players will bat twelve players and play twelve players in the field.

D-if one team has twelve players and the other team has twelve players the team with twelve players will bat twelve players and play twelve players in the field. The team with twelve players will bat twelve players and play twelve players in the field.

E-if one team has twelve players and the other team has thirteen players the team with twelve players will bat twelve players and play twelve players in the field. The team with thirteen players will bat thirteen players and play twelve players in the field.

F-if one team has thirteen players and the other team has thirteen players the team with thirteen players will bat thirteen players and play twelve players in the field. The team with thirteen players will bat thirteen players and play twelve players in the field.

G-if one team has thirteen players and the other team has fourteen players the team with twelve players will bat thirteen players and play twelve players in the field. The team with fourteen players will bat fourteen players and play twelve players in the field.

H-if one team has fourteen players and the other team has fourteen players the team with fourteen players will bat fourteen players and play twelve players in the field. The other team with fourteen players will bat fourteen players and play twelve players in the field.

OBSTRUCTION:

Obstruction is the act of a defensive team member:

- A. Who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. Who impedes the progress of a runner or batter/runner who is legally running the bases unless the fielder is:
 1. in possession of the ball.
 2. in the act of fielding a batted ball or about to receive a thrown ball.

NOTE: Contact is not necessary to impede the progress of the runner.

OFFENSIVE TEAM: The offensive team is the team at bat.

ON-DECK BATTER: The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

OUTFIELD: The outfield is that portion of the field in fair territory that is normally covered by outfielders.

OUTFIELDER: An outfielder is a fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

OVERTHROW: An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory), or becomes a blocked ball.

PACE OF PLAY GAME RULE: When necessary due to scheduled doubleheaders, time of the season, weather, darkness, etc, and if agreed to by both Team's Coaches and the

Umpire prior to the start of a game the game can begin with 1 and 1 counts and double innings.

PINCH RUNNERS-START LINE: Prior to the start of the game the umpire clearly establishes a line at home plate for pinch runners.

PITCHING CONDITIONS: Strong Wind Conditions. Subject to the judgment of the home plate umpire, the umpire will call strikes but not balls when prevailing winds are strong enough to significantly divert the path of a pitch.

PITCHING RELEASE:

Prior to each game the umpire will draw two lines...one 46 feet away from the center of the strike plate and the other line 56 away from the center of the strike plate.

Pitchers MUST release their pitches with at least one foot within those two distances. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

If a pitcher elects to pitch and then move behind the screen the pitching screen will be placed no closer than 43 feet from the center of the strike plate. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

If a pitcher elects to initiate a pitch entirely from behind the screen rather than pitch and then move behind the screen, the screen can be placed no closer than 38 feet from the center of the strike plate. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

PITCHING SCREEN: A screen will be provided at each field for the protection of all pitchers in both Divisions. Placement of the screen is mandatory. Any batted ball which strikes the screen is a dead ball. Other Pitching Screen procedures and rules are found in Section 6. **If a thrown ball (but not a batted ball) strikes the pitching screen that ball is a live ball.**

PLAY BALL: Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box, and all runners are properly on base

PLAYOFF ROSTERS AND BATTING ORDERS:

NUMBER OF PLAYERS IN A BATTING ORDER AND/OR IN THE FIELD:

Each D2 team must bat a minimum of 7 players. All players on both teams must play a minimum of 7 players in the field.

No team can play with more than twelve players in the field.

Prior to the D2 playoff game the coaches of the two D2 teams will meet. If both teams have 12 or more players present the two coaches must play 12 players in the field.

Examples:

See under (NUMBER OF PLAYERS IN A BATTING ORDER AND/OR IN THE FIELD)

PLAYOFF AND PLAYOFF POOL PLAYER RULES

If teams need to reschedule a playoff game in order to avoid a forfeit, that is the first option and what we would like the two coaches to try to do. Both coaches must be in agreement on that and then can reschedule the game without impacting any other game, the playoffs schedule overall or umpiring assignment. The coaches also will have to secure a field.

If the coaches are unable to reschedule the game (or one coach is unwilling to reschedule), we will allow games to be played even if one team can only field 7 of its roster players (this is different from the regular season rule, which requires 8 players to start a game).

Our objective in the D2 Playoffs is to have each team have 12 players but teams can play with

fewer players as long as they have at least 7 players from their regular season roster. Unlike the regular season in D2 the only D2 Pool Players who can play in the D2 Playoffs are Pool Players Only. Any D1 players can be used as Pool Players in the D2 Playoffs. However no D1 Pool Player or D2 Pool Player Only can play for the same team more than once in the D2 Playoffs.

POOL PLAYERS (DIVISION 2): Pool players in Division 2 may bat anywhere in the batting order and may play any position.

PROTESTS: There are three types of protests (Refer to Rule 5 Section 12):

- A. Misinterpretation of a playing rule.
- B. Illegal player.
- C. Ineligible player.

QUICK PITCH: Is a pitch made with the obvious attempt to catch the batter off balance. This would be before the batter takes a desired position in the batter's box or while the batter is still off balance as a result of the previous pitch. The Umpire will declare "no pitch".

RUNNER: Is an offensive player who has reached first base and has not yet been put out.

ROSTER: The permanent roster consists of players assigned to the team. The game roster consists of permanent roster players present plus pool players (maximum of two). The maximum number of players on a D2 roster is 14 players.

SACRIFICE FLY: Is declared when, with fewer than two outs, the batter scores a run with a fly ball or line drive that is caught or dropped if in the judgment of the scorer the runner could have scored had the ball been caught.

SLIDING: Runners may not initially slide into any base. A slide is an attempt by the runner or batter-runner to reach a base in a prone position. It may either be a feet first or headfirst slide. However a runner may "dive" back when returning to a base and a play is being made.

SPORTSMANSHIP: It is expected that all Codgers will abide by our Codgers' Code of Conduct. Codgers should be supportive of their teammates and should not make inappropriate comments to players from other teams such as attempting to deceive players on those teams who are in the process of fielding, batting or running the bases.

STARTING PLAYER: All players who are present and physically able to play are considered starting players. Each starting player will bat in his established order (see Batting Order above) and will play defensively at least three innings in every game.

STEALING: Runners are prohibited from "stealing" a base.

STRIKE ZONE: Is a legal pitch that meets the minimum/maximum arc requirements and strikes anywhere on home plate or the designated "bang board extension" prior to touching the ground.

SUBSTITUTE: If a team member arrives after the first pitch of the game the player will be inserted last in the batting order and will adhere to the requirement of a starting player (see above).

TIME: A term used by the umpire in order to suspend play.

TRAPPED BALL: A trapped ball is:

- A. a batted ball which hits the ground or fence prior to being caught.
- B. a thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

TURN AT BAT: A turn at bat begins when a player first enters the batter's box and continues until the player is put out, or becomes

RULE 2 - PLAYING AREA

SECTION 1. The playing field is the area within which the ball may be legally played. It shall be a clear and unobstructed area between the foul lines and within the radius of the fences (if installed). If the base distances (65') or the pitching rubber distance (50') is found to be wrong during the course of the game, the error will be corrected immediately and play will continue.

SECTION 2. If there are unusual circumstances (wet areas, overhanging limbs) which may hinder play, both managers and the umpire(s) will determine local rules for the situation and will be covered in the pregame managers conference. In case of safety issues; If there is no agreement by all parties the game will be postponed.

SECTION 3. PLAYING FIELD AND DIMENSIONS

A: Bases: 65' between bases

B: Pitching Zone: A pitch must be released between 46 feet and 56 feet from the center of the strike plate. The pitching screen will be placed no closer than 43 feet from the center of the strike plate.

C: Home Plate: Standard five 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 Zone 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: Bases will be those provided by the league. 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". Whenever there is a legitimate throw in an attempt to put the batter-runner out at first base or an unassisted force out, the defense must use the white portion and the batter-runner must use the Safety Base. The definition of a legitimate throw is at the discretion of the umpire. Balls hit into the outfield or off a fielder into the outfield can allow a baserunner to go the white base and make the turn toward second base at their own risk. An additional base can be placed in foul territory equal to 3rd Base to protect runners on 3rd base by batters on the runner's team. Any tag ups on a fly ball can be done from either 3rd base.

G: Commitment line: A 6' line will be marked perpendicular to third base and twenty feet from the back left corner of home plate.

H: Scoring Plate: An additional home plate safety base, identical to home plate 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.

RULE 3 – EQUIPMENT

SECTION 1. BATS. Player's bats must conform to the standards set forth in the Codgers' bat policy document. In general they must have ASA, SSUSA or USSSA stamps in all Codgers' divisions

A: Wear and Tear. The bat will be free of burs, cracks, dents, sharp edges and audible rattles.

B: Safety Knob. Can have a diameter of at least 1.6 inches with no sharp edges and be permanently attached to the bat.

C: Safety Grip. The grip may be made of cork, tape, or other synthetic material and cover the handle.

SECTION 2. BALLS. Each year the Board of Directors will select the ball to be used during the regular season. Team managers/coaches will receive enough new softballs to use for their home games. For each home game the manager will provide one new and one nearly new ball to be used for the game.

SECTION 3. GLOVE/MITT. A glove/mitt may be worn by any player and may not exceed 14" from heel to top of thumb.

SECTION 4. PROTECTIVE EQUIPMENT Any player may wear protective masks or safety equipment as long it is free from dangerous sharp edges.

SECTION 5. UNIFORM. Managers will be provided with enough uniforms to outfit each player on the team. Each player is STRONGLY encouraged to wear the ENTIRE uniform at each game.

SECTION 6. SHOES. Any athletic shoe is acceptable: metal cleats may NOT be worn.

SECTION 7. UMPIRE'S JUDGMENT. The plate umpire may exercise his judgment in allowing equipment/jewelry or attire. If the umpire deems it to be a safety issue or inappropriate for the image of the Codgers they may request the player/manager take action or appropriate penalties will be enforced.

RULE 4 – PLAYERS, POOL PLAYERS AND MANAGERS

SECTION 1. PLAYERS. Each team may play up to twelve (12) players in the field if the coaches agree and 12 regular roster members are available to play (i.e., the roster may not be expanded to include pool players or a catcher supplied by the opposing team). All players present will comprise the batting order. All players must play in the field at least three innings unless the manager has elected to employ the Non-Fielder (See Rule 4, Section 13). **MANAGERS AND PLAYERS MUST BE ATTENTIVE TO THIS.** Penalty for players not playing three innings is an appeal. Warning for first offense. The manager and player are ejected on second offense.

SECTION 2. FEWER THAN 11 PLAYERS.

A-A team with fewer than nine (9) players at the scheduled game time will forfeit the game. Once the umpire calls a forfeit, the coaches of the two teams may divide the available players any way they can agree and proceed to play a game for recreational purposes.

B-A team with nine (9) game roster players will be provided a catcher from the opposing team. The selection of the player to serve as catcher shall be made by the coach of the team supplying the catcher. The supplied catcher will not bat with the borrowing team but will bat with their own team. If there are pool players, they can play any position and bat anywhere in the order.

C-A player must be in the dugout or on the field area to be put into position in the batting order. Players arriving after the game has started will be added and bat at the end of the batting order.

D-During playoffs a team must have at least nine (9) players including pool players. Catchers will not be provided.

SECTION 3. INJURIES OR EJECTIONS: If through illness, injuries, ejections or any series of events that reduces a team's roster to less than eight (8) after the game has started, 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. If a player is ejected an out will be called each time that player is due to bat.

SECTION 4. PLAYER ILLNESS OR INJURY (GAME ENDING) If a player is injured or becomes ill and has to leave the game due to that injury or illness, no out is called in the batting order whenever that player is scheduled to bat. The batting order continues to the next batter.

SECTION 5. PLAYER DEPARTURE. If a player must leave the game for other than an illness or injury, the coach/manager will notify the umpire and an out will be recorded each time the player is due to bat.

SECTION 6. POOL PLAYER(S): There is created a player pool, which shall consist of:

A-Players who are unassigned to a team for whatever reason (e.g., entry into League after enrollment deadline);

B-Players from established teams who volunteer as pool players. Unassigned pool players shall pay pool player dues in an amount to be determined by the Board.

C-Pool players can be used only to bring the number of players on a team's roster to 12 players.

D-A team able to field only nine (9) players will be supplied a catcher by the opposing team and may supplement its roster with pool players up to 12 total players.

E-Pool players may only play anywhere in the field and bat anywhere in the lineup If the game has started and a roster player arrives, that roster player will then bat last.

G-To facilitate the assignment of pool players, a pool player list with contact information shall be maintained by the Pool Player Coordinator for each Division. The League Commissioner or Executive

Board will appoint the Coordinator. Coaches who expect to have a need for a pool player must notify the Coordinator of the need at least 24 hours, if possible, before the scheduled game. The Coordinator will then assign the pool player(s) from those determined to be available on the game date. Coaches should emphasize to their respective team players the importance of notifying the coach as soon as the player knows they will be unable to play on any given date.

J-The use of pool players is permitted during the playoffs is limited to Pool Players Only from Division 2 and any Division 1 pool player. No pool player can play in more than one playoff game for the same team.

K-If, during the season, a team loses a player due to injury, illness, or other unanticipated or unavoidable cause, the coach of the team losing the player may request the temporary assignment of a pool player to replace the lost player for as long as the regular player is out of action. All of the coaches, in conference, will then consider whether or not to grant the request and determine who shall be temporarily assigned. The pool player selected for the temporary assignment shall be of the same or lower **ability** as the player they are replacing. A pool player who is replacing a lost player under this subsection is not subject to the limitations of Section B above.

SECTION 7. PINCH RUNNERS.

A-Each batter must reach first base on their own, including walks, but each team shall be permitted one exemption to this rule for a player who is incapable of running to first base as a result of a medical condition. A pinch runner may be used for such a player from the batter's box to first base. This exemption does not apply to a player who is slow simply because of age, size, coordination, minor injury, or natural ability. The exempted player must be identified to the umpire and the opposing coach at the start of the game and may not be changed during the game, even if the player must leave the game because of injury. A pinch runner may, but is not required to, be used for the exempted player from the batter's box to first base, but that pinch runner may not run as a pinch runner more than once in a regulation game (see Subsection C, below)

B-A pinch runner may be used for a base runner at any time during suspension of play.

1-Any player on the roster may be used as a Pinch Runner but that player may not run more than once in a regulation game.

2-The player becomes the Pinch Runner once the offensive manager has announced his entry to the home plate umpire and has touched the base to which they are allowed or lines up to run from home plate.

3-A runner who is replaced by a Pinch Runner may not be used as a Pinch Runner during that inning.

4-In extra innings a Pinch Runner may not be used for the player placed at second base at the beginning of each half inning. However, once that runner reaches third they may be granted a Pinch Runner.

5-Appeal of Pinch Runner rules. Any violation of the Pinch Runner is an appeal and may be made at any point prior to the completion of the next at bat. Once the next at bat is completed the Pinch Runner is considered to be legal.

SECTION 8. MANAGERS.

A. The team manager will:

1. be designated by the Codgers' Commissioner or Executive Board prior to the start of each season.
2. be responsible for the team's actions on the field.
3. represent the team in all communications with the umpire(s). If there is any controversy or prolonged discussion **ONLY** the team manager (or their designated representative) will communicate with the umpires. Other players **MUST** refrain from entering the discussions. Prior to engaging the coach/manager in a discussion the umpire should ensure all players have withdrawn from the vicinity.
4. take action to ensure that an accurate scorebook is being kept by the team, either by the manager himself or by designated scorekeeper(s). Each scorebook should, at least, record the results of his team's at-bats and the opposing team's runs each inning.

B. Base Coach. The base coach is a player or manager who occupies the coach's box at first or third base to direct the offensive team players. They may have the appropriate

material (paper pencil etc.) for scorekeeping purposes. They may leave the coach's box to direct or signal offensive players but must not intentionally interfere with the play. This includes both physical and verbal actions.

SECTION 9. EJECTED PARTICIPANT. An ejected participant must leave the grounds and have no contact with the umpires or other participants. IF they refuse to leave the grounds, the umpire will declare a forfeit.

SECTION 10. BLOOD RULE. A game participant or umpire who is bleeding or has blood on their uniform is prohibited from participating in the game. It is the umpire's judgment to determine a reasonable time to allow for treatment and removal of any blood residue.

SECTION 11. ILL OR 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.

SECTION 12. NON-FIELDER. Before a game, a manager may designate to the home plate umpire one player as a Non-Fielder (NF). That player will play offense only. The NF will continue in that role for the entire game, except to enter as a fielder (no other player available) for a player who is injured during play and has to leave the lineup for the remainder of the game, in which case no other player may assume the NF role. The NF role is intended to allow an injured player to have an opportunity to participate on offense without having to play defense. The designation of NF will only be made with the player's agreement to fill that role.

RULE 5 - THE GAME

SECTION 1. Home Team. The team designated as the Home Team will bat last in the inning.

SECTION 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.

SECTION 3. REGULATION GAME. A regulation game shall consist of seven (7) innings. A full seven (7) innings need not be played if the team second at bat (home team) scores more runs than the (visiting team) other team in six and one-half (6 1/2) innings and/or before the third out in the last of the seventh inning.

A-A game that is tied at the end of seven (7) innings shall be continued by playing additional (extra) innings until one team has scored more runs than the other team at the end of a complete inning or until the team second (home team) at bat has scored more runs in their half of the inning before the third out is made. NOTE: See extra innings in Section 11.

B.-A game called by the umpire shall be a regulation game if five (5) or more complete innings have been played, or if the home team has scored more runs in four (4) or more innings than the other team (visiting team) has scored in five (5) or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. A game called by the umpire shall be a regulation game if five (5) or more complete innings have been played, or if the home team has scored more runs in four (4) or more innings than the other team (visiting team) has scored in five (5) or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.

C-Games that are not considered regulation games shall be completed later at the exact point where they were stopped. The League will schedule the date, time and place. Both managers must record, be aware of and agree on the game ending details: (base runners, batting order, outs, count, etc.), and have that information verified by the attending umpire(s). These game statistics should be presented to the umpire when the game is resumed.

D-A regulation tie game shall be declared if the score is equal when the game is called at the end of five (5) or more complete innings, or if the home team has equaled the score of the visiting team in the incomplete inning.

E-Games that are tie games shall be completed later at the exact point where they were stopped. The League will schedule the date, time and place for that game..

F-Game Winner. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score will be that of the incomplete inning.

SECTION 4. FORFEITED GAMES. A Forfeited Game shall be declared by the umpire in favor of the team not at fault in the following cases:

A-If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.

B-If one side refuses to continue to play after the game has begun unless the game has been suspended or terminated by the umpire.

C-If, after play has been suspended by the umpire, one side fails to resume playing within

two minutes after "play ball" has been declared by the umpire.

D-If the order for the ejection of a player, manager/coach is not obeyed within one minute.

E-If the ejection of a player or players from the game results in fewer than the required number of players to continue the game

F-If an ejected player is discovered participating in the game.

G-If an umpire is physically attacked by a team member or spectator.

H-If a game is played under rules changed by the managers, the game may be declared a forfeit for both teams.

Once a game has been forfeited the forfeit cannot be changed.

SECTION 5. SCORING OF RUNS.

A-One run shall be scored each time a runner touches first, second, third base and the Home Plate Safety Base. Exception: Home run hit over a fence (see Section H). All plays at the Home Plate Safety Base are force plays. The runner must touch the Safety Base prior to a defensive player, in possession of the ball, touching any part of the Strike Plate. A runner attempting to score shall continue to the Home Plate Safety Base once they have passed the Commitment line and may not retreat back over the commitment line.

B-A runner may not touch or jump over the Strike Plate. **EFFECT (A-B):** The runner will be called out and the ball continues in play. This is not an Appeal Play. The umpire will rule immediately.

C-No run shall be scored if the third out of the inning is the result of:

1. A batter-runner being called out prior to reaching first base
2. Any other runner forced out due to the batter becoming a runner.
3. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
4. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
5. A preceding runner is declared out on an appeal play.

NOTE: An appeal can be made after the third out in order to nullify a run. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left too soon on a runner who has scored.

SECTION 6. GAME WINNER. The winner of the game shall be the team that scores more runs in a regulation game

A-The score of a called regulation game shall be the score at the end of the last complete inning unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

B-The score of a regulation tie game shall be the tie score when the game was terminated

C-The score of a forfeited game shall be 7- 0 in favor of the team not at fault.

SECTION 7. CONFERENCES

A-Offensive Conference. There shall be only one charged conference between the manager and/or other team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.

EFFECT: Ejection of the manager or coach who insists on another charged conference

B-Defensive Conference. There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s). **EFFECT:** The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

C-The following are not defensive conferences:

1. If the team representative enters the playing field and informs the umpire prior to verbal comments with any defensive player that the pitcher will be removed.
2. Shouting instructions from the dugout area to the pitcher.

SECTION 8. HOME RUN RULE. There is no maximum over-the-fence home run rule for games played at Nye Field or Admin Field. Because of the configuration of Heights Field, the Codgers have special rules for balls hit over or under the fence in right field. Balls that are hit over the fence on the fly to the left of the white-painted fence post in right-center field are home runs. A ball hit over the fence to the right of the white-painted fence post on the fly is a ground rule single. Balls that roll under the fence are ground-rule doubles.

SECTION 9. RUN AHEAD RULE. There is no Run Ahead Rule in Codgers' games. All games will be played to completion as noted in Sections C and D above. However, a team may only score 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 Runs in innings 1-6.

SECTION 10. DUGOUT CONDUCT. Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench dugout area except when the rule allows or justified by the umpire. **EFFECT:** The first offense is a team warning. Any repeat offense shall result in the ejection of that Team Member.

SECTION 11. PROTEST.

A. The Codgers' Executive Board will receive game protests in accordance with League Rules and Policies. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of protests which will not be considered are:

1. Whether a batted ball was fair or foul, a runner was safe or out, a pitched ball was a ball or a strike, a pitch was legal or illegal, a runner did or did not touch a base, a runner did or did not leave a base too soon on a caught fly ball, a fly ball was or was not caught legally, it was or was not an infield fly, there was or was not interference or obstruction, the field is or is not fit to continue or resume play, there is or is not sufficient light to continue play, a player or live ball did or did not enter a dead ball area or touch some object or person in a dead ball area, a batted ball did or did not clear the fence in flight, a batted ball was or was not touched by a fielder before clearing the fence in flight or any other matter involving only the accuracy of the umpire's judgment.

B. Misinterpretation of a playing rule must be made:

1. before the next pitch,
2. before the next play
3. before all infielders have left fair territory,
4. on the last play of the game, before umpires leave the playing field.
5. Illegal player must be made while they are in the game and prior to umpires leave the field.

NOTE: An umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.

Ineligible player - can be made any time. Eligibility is the decision of the Codgers' Protest Committee (Codgers Commissioner and Executive Board). The Rules Protests may involve both a matter of judgment and the interpretation of a rule.

EXAMPLE: With one out and runners on second and third, the batter flies out.

The runner on third base tags up after the catch, but the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allow the run to score. The questions as to whether the runners left their bases before the catch or whether the play at

second base was made before the runner on third crossed the plate are solely matters of judgment may not be protested. It is a misinterpretation of a playing rule and a proper subject for protest if the umpire fails to allow the run to score. The manager's official written protest must be filed within 24 hours. The written protest should be sent/delivered/forwarded to the Division Coordinator who will then forward it to the Codgers' Executive Board or Commissioner who will then convene the Protest Committee in accordance with League policies. The written protest will contain the following information: The names of the umpires and scorers, the rule and section of the official rules or ground rules under which the protest is made, the information, details and conditions pertinent to the decision to protest, all essential facts involved in the matter protested

- C. The decision rendered on a protested game must result in one of the following:
 - 1. The protest is considered to be invalid and the game score stands as played.
 - 2. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made.
- D. If the protesting team wins the game the protest then becomes meaningless. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

SECTION 12. RAIN-OUTS. In the event that a game is cancelled due to inclement weather, the following procedures shall apply to rescheduling the rain-out in the order listed below:

- A. With the agreement of the coaches involved in the rained-out game, the teams will play a six-inning double-header when the two teams are next scheduled to play.
- B. If scheduling does not allow for the double-header described in subsection A above, the teams will play the rained-out game on the next open evening at any of the fields. The Codger Scheduler will coordinate the game scheduling.
- C. If for any reason one of the foregoing options cannot occur by the end of the regular season, the teams shall record a split win with each team receiving $\frac{1}{2}$ of a win.

SECTION 13. PLAYOFFS. Codger playoffs are played after the end of the regular season and are a double elimination tournament. Every team plays in the playoffs.

- A. The playoffs will be seeded according to the final regular season standings.
- B. In an eight team league the first place team plays the last place team; the second place team plays the next to last team. If teams are tied in the standings, the higher seed will be determined by head-to-head play between the tied teams.
- C. In a seven team league the top team gets a bye. First round matchups will be second place vs seventh place team, third place vs sixth place team and the fourth place vs fifth place team.
- D. Seeding will be done by overall winning percentage followed by head to head results. The third tie breaker will be run differential vs all teams. The playoff schedule (utilizing seeding numbers, e.g., 1 vs. 8, 4 vs. 5, etc.) will be included with the regular season schedule at the beginning of the season. Playoff seeding shall not be altered for any reason other than a rainout.
- E. The home team for all playoff game shall be the team with the better regular season record. If the teams have the same regular season record the home team will be determined by head-to-head play between the two teams. If the two teams split their regular season games, home team is determined by a coin flip.
- F. Rain-outs occurring during the playoffs will be rescheduled to the next playable date excluding Saturdays and Sundays. If a second game between the two finalists is necessary to determine the championship, the game will be played on the next playable date, excluding Saturdays and Sundays.

- G. The League will appoint a qualified Codger player as umpires for all games

RULE 6-CODGER PITCHING RULES

SECTION 1. PRELIMINARIES.

- A. The pitcher must take a position with at least one foot firmly on the ground inside the Pitching Zone (as defined in Rule 2 Section 3.)
- B. 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.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- If a violation occurs a dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal and removed from the pitching position.

SECTION 2. STARTING THE PITCH. The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop.

SECTION 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion. The palm of the hand can be over or under the ball.
- E. One foot must remain inside the Pitching Zone 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 Zone.
- F. The pitcher must not pitch the ball behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- H. The ball must be delivered with perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- I. The pitcher must not continue the pitching motion after the ball is released.
- J. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".
- K. The pitcher shall not deliver a pitch from the glove.
- L. If at any during the game it is obvious to the umpire that the pitcher is not attempting to throw a strike the umpire may declare "no pitch" and direct the pitcher to deliver a "normal" pitch. This does not restrict the defensive team from intentionally walking an individual player once per game. In extra innings the Intentional walk rules are reinstated as if it were the first inning.

The umpire will call an illegal pitch and a ball will be called on the batter.

If the batter swings at or hits an illegal pitch it is nullified and all action stands.

M-PITCHING RELEASE:

Prior to each game the umpire will draw two lines...one 46 feet away from the center of the strike plate and the other line 56 away from the center of the strike

plate.

Pitchers MUST release their pitches with at least one foot within those two distances. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

If a pitcher elects to pitch and then move behind the screen the pitching screen will be placed no closer than 43 feet from the center of the strike plate. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

If a pitcher elects to initiate a pitch entirely from behind the screen rather than pitch and then move behind the screen, the screen can be placed no closer than 38 feet from the center of the strike plate. Umpires will enforce this rule. If a violation occurs the umpire will call a ball.

SECTION 4. DEFENSIVE POSITIONING. The pitcher shall not deliver a pitch unless all defensive players are in fair territory Exception: the catcher. A fielder shall not take a position in the batter's line of sight or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. This does not prohibit the defensive player from making small adjustments in his defensive positioning as the pitch is released.

EFFECT: After an initial warning the umpire may eject the defensive player for repeated acts. If the ball is pitched it is an illegal pitch and a ball will be called on the batter. If the batter swings at or hits an illegal pitch it is nullified and all action stands.

SECTION 5. FOREIGN SUBSTANCE. A defensive player may not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or fingers. The umpire may allow use of resin to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm. Batting gloves may NOT be worn on the pitching hand. **EFFECT:** An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball he shall be ejected from the game.

SECTION 6. CATCHER. The catcher must remain in the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box. The catcher shall return the ball directly to the pitcher after each pitch once he has gained possession of the ball. **EFFECT:** A ball on the batter.

SECTION 7. QUICK PITCH. 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. **EFFECT:** It is an illegal pitch and a ball will be called on the batter. If the batter swings at or hits an illegal pitch it is nullified and all action stands.

SECTION 8. WARM-UP PITCHES. Before each half of the first inning and when a relief pitcher first enters the game they may throw up to five warm up pitches. Thereafter, at the beginning of each half inning not more than one minute may be used to deliver not more than three warm-up pitches. A pitcher shall be penalized by awarding a ball to the batter for each excessive warm-up pitch. This does not apply if the umpire delays the start of play due to substitutions, conferences injuries and other umpire responsibilities. A pitcher returning to pitch in the same inning will not receive any warm-up pitches. There is no limit as to the number of times a pitcher may return to pitch.

SECTION 9. NO PITCH. No pitch shall be declared when:

- A. The pitcher pitches during a suspension of play
- B. A runner is called out for leaving the base before the pitched ball:
 1. reaches home plate (is in the area immediately above the home plate area).
 2. Is batted.
 3. touches the ground before reaching home plate.
- C. A pitch is delivered before a runner has retouched their base after being legitimately off the base.
- D. The ball slips from the pitcher's hand during the delivery or during the backswing.
- E. A player, manager or coach calls time, employs any other words or phrase or commits an act while the ball is live for the obvious purpose of trying to make the

pitcher commit an illegal pitch. A warning shall be issued to the offending team and a repeat act by any team member of that team shall result in the offender being ejected from the game.

F. A batted ball strikes the pitching screen. **EFFECT: Sections A-E:** The ball is dead; all action on the pitch is cancelled.

SECTION 10. UNUSUAL CONDITIONS. If, in the opinion of the umpire, the wind or sun is having a discernible effect on the accuracy of both pitchers the umpire may declare only strikes count and there will be no base on balls. The umpire may also lower the height of the pitch requirement. If declared the umpire will remove the requirement with equal consideration.

SECTION 11. PITCHING EQUIPMENT.

- A. The Cape Codgers have will employ a pitching screen in D2.
- B. All pitchers must stand behind the pitching screen after a pitch is made. The failure to do will result in a warning, the second failure will result in a ball being called and the third warning will result in the pitcher's removal from the game.
- C. Any protective gear: mask, helmet (ormask/helmet combo), chest protector, and protective cup, shin guards, etc. is optional.
- D. The pitcher may make a defensive play on any batted ball.
- E. ***If a thrown ball (but not a batted ball) strikes the pitching screen that ball is "live."***

RULE 7 – BATTING.

SECTION 1. ON-DECK BATTER.

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team bench or, if no on-deck circle is marked, in a manner such that they may safely swing the bat and not be a hindrance to live ball action. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be secured such that it is not in jeopardy of coming loose.
- B. The on-deck batter may leave the on-deck circle:
1. When the on-deck batter becomes the batter.
 2. To direct runners advancing from third to home plate.
- C. The on-deck batter may not interfere with the defensive player's opportunity to make an out: **EFFECT:** If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out. If it is with the defensive fielder fielding a fly ball, the batter is out.
- D. In order to speed up play, they may leave the on-deck circle to retrieve pitched balls that have evaded the catcher.

SECTION 2 BATTING ORDER

- A. The batting order consists of all active team players present for the game. The order is established before the first pitch of the game. (see Rule 1 Definitions). Players who arrive after the first pitch will be inserted last in the lineup (after pool players).
- B. Managers of both teams are responsible for monitoring the batting order.
- C. Each manager will maintain a scorebook for at least their team's at bat and the opponent's runs scored. If a manager does not maintain a scorebook their team will be relying on decisions made based on the other team's scorebook.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.
- E. Batting out of order is an appeal play that may be made only by the defensive team. If the error is discovered:
1. While the incorrect batter is at bat. **EFFECT:** The correct batter must take the batter's position and legally assume any balls and strikes. The offensive team may correct a wrong batter at the plate with no penalty.
 2. After the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. **EFFECT:** The improper batter's time at bat is negated.
 - a. The player who should have batted is ruled out.
 - b. Any advancement or score of a runner as a result of the improper batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner who is called out prior to the discovery of the infraction remains out.
 - c. The next batter is the player whose name follows that of the player called out for failing to bat. **EXCEPTION:** If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the correct batter been put out by ordinary play.
 3. After the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.

EFFECT:

- a. The turn at bat of the incorrect batter is legal,
- b. All runs scored and bases run are legal
- c. The next batter in order shall be the one whose name follows that of the incorrect batter. **EXAMPLE:** Player A bats out of order and hits safely. The defense appeals the player batting out of order **AFTER** a legal pitch has been thrown. The umpire will reject the appeal because it is not proper. Player A stays on base and the correct batter will be the batter who follows Player A in the batting order.
- d. The next batter is the player whose name follows that of the player called out for failing to bat. **EXCEPTION:** If the batter declared out under these circumstances is the third out the correct batter in the next inning shall be the player who would have come to bat had the correct batter been put out by ordinary play.
- e. No one is called out for failure to bat.
- f. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order
- g. When the third out of the inning is made before the batter has completed the turn at bat, the player shall be the first batter in the next inning. **Exception:** An incorrect batter at bat when the third out is made has not completed his time at bat and the correct batter will be the first batter in the next inning.

SECTION 3 BATTING POSITION.

- A. 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.
- B. The batter must take the batter's position within 10 seconds after being directed by the umpire. **EFFECT:** The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch. **EFFECT:** The ball is dead, the batter is out and the runners may not advance.
- D. After the ball is in play, the batter may not step out of the batter's box to stop play unless the umpire has granted time. **EFFECT:** All action will continue and the pitch will be called. **EXCEPTION:** If special conditions warrant, such as a ball from another field, a wind gust putting dust in a batter's eyes, or car lights in the batter's eyes, time can be called.

SECTION 4. STRIKE IS CALLED BY THE UMPIRE: A strike shall be called by the umpire when:

- A. When a legally pitched ball strikes the Strike Mat
- B. For each legally pitched ball that the batter swings at and misses
- C. For each foul tip
- D. For each foul ball (including the third strike)
- E. For each pitch that is swung at and missed and subsequently hits the batter or his uniform.
- F. The batter does not take their position with both feet inside the batters' box within 10 seconds after being directed by the umpire.
- G. When a pitched ball is prevented from entering the strike zone or hitting the Strike Plate by any action of the batter **EFFECT:** ball is dead and a strike will be called.
- H. If the ball is hit anywhere on the body including the hands while swinging at the pitch the ball is dead and a strike is called. if it is strike three the batter is out.

SECTION 5. THE UMPIRE CALLS A BALL. The umpire will call a ball:

A. For each legally pitched ball that does not hit the Strike Mat and the batter does not swing. The batter cannot legally swing at any pitched ball that hits the ground or plate. If the batter swings at a pitch after the ball hits the ground or plate, it is a dead ball.

EFFECT: The ball is dead and runners may not advance.

B. For an illegally pitched ball that is not swung at.

C. For each excessive warm-up pitch

SECTION 6. THE BATTER IS OUT

A. When the third strike is:

1. Swung at and the pitched ball touches any part of the batter's person

2. Not swung at and the pitched ball hits the batter preventing the ball from hitting the Strike mat.

B. When a batter enters the batter's box with or is discovered using an altered, doctored, loaded, or non-approved bat. The batter shall be disqualified from the game. See Addendum A for possible altered/illegal bats procedure.

C. When the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT (B and C): If a previous batter has used the same altered or illegal bat, and a pitch has been thrown, ONLY the batter is out.

D. When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.

E. When any part of a foot is touching home plate when the ball makes contact with the bat.

F. When a batter leaves the box and reenters and hits the ball.

G. When the batter bunts the ball.

H. When members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.

I. When the batter hits a fair ball with the bat a second time in fair territory.

EFFECT: Section 6 D-I. The ball is dead and runners must return to the base occupied at the time of the pitch.

Exception:

1. When the batter is still in the batter's box and the bat is still in his hand.

EFFECT: Foul ball even if the ball is in fair territory.

2. When the batter drops the bat and the ball rolls against the bat in fair territory and, in the judgment of the umpire, there was no intent to interfere with the ball. **EFFECT:** The ball is live.

3. When contact is made on the follow through after missing the pitch on the initial swing.

EFFECT: The ball is dead and a strike is called.

J. After a third strike, including a foul that is hit after two strikes.

K. When the batter due up has been ejected or has left the game for other than injury.

RULE 8 – BATTER AND RUNNER

SECTION 1. BATTER-RUNNER BECOMES RUNNER

- A. As soon as the batter legally hits the ball.
- B. When four balls have been called by the umpire. The batter runner is awarded first base.
 - 1. The ball is dead and runners may not advance unless forced
 - 2. If the defensive team desires to walk a batter intentionally they may by notifying the umpire and shall award the batter first base. When two consecutive batters are to be walked intentionally the second walk may not be administered until the first batter touches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base an appeal shall NOT be honored on the first batter. An individual player may only be intentionally walked once per game. If at any time during the game it is obvious to the umpire that the pitcher is not attempting to throw a strike the umpire may declare “no pitch” and direct the pitcher to deliver a “normal” pitch. In extra innings the Intentional walk rules are reinstated as if it were the first inning.
The ball is dead.
- C. When the catcher obstructs the batter’s attempt to hit the ball.
Delayed dead ball.
 - 1. If the batter hits the ball and all runners advance at least one base.
Obstruction is cancelled. All action as a result of the batted ball stands. Once a runner has passed a base the runner is considered to have reached the base.
 - 2. If all runners, including the batter runner, do not advance at least one base.
The offensive manager has the option of taking the result of the play or enforcing obstruction by awarding the batter 1B and advancing all runners that are forced.
 - 3. The catcher steps in front of the plate and prevents the batter from hitting the ball.
Dead ball and the batter is awarded first base and all runners advance, if forced.
- D. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner. If the runner is hit with a fair batted ball while touching a base, the runner is not out.:
 - 1. If, after touching a fielder (including the pitcher), the ball is in play.
 - 2. If, after passing a fielder other than the pitcher, and no other infielder had a chance to make an out, the ball is in play.
 - 3. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains live or is ruled dead depending on the position of the fielder closest to the base.
 - 4. If the fair batted ball hits an umpire before passing a fielder other than a pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out.

SECTION 2. BATTER-RUNNER IS OUT.

A. When after hitting a fair ball the batter-runner is legally put out prior to reaching first base.

B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
The ball is in play.

C. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, or catcher obstruction.

The ball is dead when runners are not required to run bases on a home run or four base award, or on a base on balls, the ball is dead, the batter-runner is not out. Other than on a home run or four base award, runners cannot advance unless forced.

D. When the batter-runner runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player is pulled from the bag or causes the runner to veer in attempting to field the ball or because of an errant throw or throw from foul territory the batter runner can run in fair territory and use the normal first base. If intentional interference is ruled, the runner would be out.

E. When the batter-runner interferes with:

1. A fielder attempting to field a batted ball or interferes with a fielder attempting to throw the ball,
2. Intentionally interferes with a thrown ball while out of the batter's box
3. Makes contact with a fair batted ball before reaching first base,
4. Discards their bat that prevents the defense from making a play on the ball.

NOTE: If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.

F. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.

G. When the batter-runner steps back toward home plate to avoid or delay a tag.

EFFECT - Section 2 D-G: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference

H. When an infield fly is declared and a fair batted ball hits the batter-runner before they reach first base, the ball is ruled dead and the infield fly is invoked.

I. When an infielder intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped. If a ball is not caught and the defensive player guides the ball to the ground it is not considered an intentionally dropped ball.

EFFECT: Section 2 H-I The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

J. When the immediate preceding runner, who is not out, intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter runner. **EFFECT:** The runner shall also be called out.

K. When using the Safety Base at first, the following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the Safety Base is declared foul.
2. Whenever there is a legitimate throw in an attempt to put the batter-runner out at first base or an unassisted force out, the defense must use the white portion and the

- batter-runner the Safety Base. This is NOT an appeal play and is a judgment by the umpire. **EFFECT:** Interference is ruled, the ball is dead, the batter runner is out, and all other runners are returned to the base last occupied at the time of interference.
3. On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the batter-runner can use either the white or Safety Base.
 4. On base hits or balls hit into the outfield, the batter-runner may touch the white or Safety Base. Should the batter-runner return, the runner must return to the white portion. **NOTE:** If the runner returns to the Safety Base only and remains there until the pitched ball is released, no pitch is called and the runner is out.
 5. When tagging up on a fly ball, the white portion must be used.
 6. If there is a play at first by an infielder on the batter-runner, who touches only the white portion (i.e. not the Safety Base) and collides with the fielder about to catch a thrown ball while on the white. **EFFECT:** Interference is ruled, the ball is dead, the batter runner is out, and all other runners are returned to the base last occupied at the time of interference.
 7. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) are awarded the base or bases in the umpire's judgment, they would have reached.
 8. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch, the ball is dead and a strike called. If it is strike three, the batter is out.
 9. When after hitting the ball, he initially slides into a base. **EFFECT:** The umpire will immediately rule the runner out and the ball remains live.

SECTION 3. TOUCHING BASES IN LEGAL ORDER.

- A. When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order. **EFFECT:** The runner would be called out, if properly appealed. **EXCEPTION:** On a foul ball.
- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until legally touching the next base in order or is forced to vacate it for a succeeding runner. When a runner passes a base, the runner is considered to have touched the base. This also applies to awarded bases.
- C. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.
EFFECT - Section 3 B-C: The ball is in play and runners may advance or return with liability to be put out.
- D. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game. **EFFECT:** The ball is dead and the runner is out.
- E. Two runners may not occupy the same base simultaneously.
EFFECT: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.
- F. Failure of a PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no SUCCEEDING runner may score a run.
- G. No runner may return to touch a missed base or one left too soon after a following runner has scored or once he leaves the field of play.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- I. Awarded bases must be touched in legal order.
EXCEPTION: On any fair batted ball hit over the fence for a home run, or a four base award, the batter and all runners are credited with a score. The batter and any runners on

base do not need to run the bases. This would eliminate any runner appeal play.

SECTION 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

- A. When a pitched ball is batted.
- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. On a tag up, when a legally caught fly ball is first touched by any defensive player.
- E. If a fair ball:
 - 1. strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out,
 - 2. has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

EFFECT - Section 4 A-E: The ball is in play.

F. Runners may advance when the ball is hit. The ball remains alive until a defensive player has possession of the ball in the infield and all immediate play has apparently completed. The umpire should signal and call "Time".

G. When a live ball becomes lodged in a defensive player's uniform or equipment.

H. While the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

I. If, after overrunning first base, the runner attempts to continue to second base.

J. If, after dislodging a base, a runner attempts to continue to the next base.

K. When an infield fly is declared and caught, runners may tag up and advance. If it is not caught, runners may advance at their own risk.

L. A batter who receives a base on balls can't advance past first base. If the batter-runner advances, once the ball becomes dead, return the batter-runner to first base.

SECTION 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

A. When forced to vacate a base because the batter was awarded a base on balls.

EFFECT: The ball is dead

B. When a fielder not in possession of the ball or not in the act of fielding a batted ball or about to field a thrown ball, impedes the progress of a runner or batter-runner who is legally running bases. **EFFECT:** When obstruction occurs a delayed dead ball will be called. The umpire will verbalize "obstruction" and give the delayed dead ball signal (closed fist extended at shoulder level).

NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

EFFECT: Delayed dead ball the runner will be called out if properly appealed. **NOTE:** Should any act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

1. An obstructed runner may not be called out between the two bases where obstruction occurs.

EXCEPTIONS:

a. When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.

b. An act of interference

c. If passing another runner.

a. **EFFECT:** 5.B.1 a- c. The obstructed runner is no longer protected between the bases where obstruction occurred.

- b. Missing a base
- c. Leaving a base before the fly ball was first touched.

EFFECT: The obstructed runner is out if properly appealed.

d. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction. **EFFECT:** A dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction

e. If the obstructed runner is put out after passing the base that would have been reached had there not been obstruction or ran beyond the two bases where the obstruction occurred. **EFFECT:** The obstructed runner will be called out. The ball remains live.

f. When a runner, while advancing or returning to a base:

- 1. is obstructed by a fielder who neither has the ball nor
- 2. is attempting to field a batted or about to field a thrown ball, or
- 3. a fielder who fakes a tag without the ball **EFFECT:** The obstructed runner, and

each other runner affected by the obstruction, will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected

g. When forced to vacate a base because the batter was awarded first base.

h. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place. **EFFECT:** The batter and runner would get

- 1. three bases from the time if a batted ball
- 1. two bases from the time of the throw if a thrown ball, or
- 2. one base from the time of the pitch if a pitched ball and
- 3. If the illegal catch or touch is made on a fair hit ball, which in the judgment of the umpire would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award

4. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked: **EFFECT:** All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any missed base or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked. **EFFECT:** Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, runners may return to touch a missed base or a base left too soon if they have advanced, touched, and are a base beyond the missed base or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a missed base or a base left too soon. Once a runner has entered dead ball area, e.g. bench or dugout after scoring, they cannot return to touch a missed base or one left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game, e.g. bats by fence or dugout. **EFFECT:** The ball is ruled

dead and runners are returned to the last base touched at the time of the blocked ball.

4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

5. If an outfielder intentionally throws a ball into a dead ball to prevent runners from scoring. **EFFECT:** The ball is dead and the umpire may award bases that, in their judgment, the runners would have reached absent the throw by the outfielder.

B-When forced to vacate a base because the batter was awarded a base on balls. **EFFECT:** The ball is dead when a fair fly ball strikes the foul pole above the fence/leaves the field in fair territory without touching the ground/through the fence **EFFECT:** The batter-runner is entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner would be entitled to only two bases.

D. When a fair ball:

1-bounces over or rolls under or through a fence or any designated boundary of the playing field.

2-deflects off of a defensive player and goes out of play

3-deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.

4-hits the fence, deflects off the defensive player and then goes over the home run

fence.

EFFECT: G 1-4. The ball is dead, and all runners are awarded two bases from the time of the pitch.

E. When forced to vacate a base because the batter was awarded a base on balls.

EFFECT: The ball is dead

F. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. NOTE: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have **unintentionally** carried it there.

EFFECT: The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.

G. When In the judgment of the umpire, a fielder intentionally carries, kicks, pushes or t throws a live ball from playable territory into dead ball territory. **EFFECT:** The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

H. When there is spectator interference with any thrown or fair batted ball. **EFFECT:** the ball is dead at the moment of interference and the umpire should award the runners the bases in his judgment they would have reached.

I. When a ball gets lodged in:

1-umpire's gear or clothing or

2-in an offensive player's clothing.

3-The pitching screen on a thrown ball **EFFECT:** The ball is dead and the umpire should award the runners the bases in their judgment they would have reached. Exception: if the ball is lodged in the pitching screen all runners will return to the last base legally held at the time the ball became lodged in the screen.

SECTION 6. A RUNNER MUST RETURN TO THEIR BASE.

A. When a batted ball is foul.

B. When an illegally batted ball is declared by the umpire.

C. When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the umpire's judgment, was legally

touched by the runner at the time of the interference.

EFFECT: - Section 6 A-B: The ball is dead and each runner must return to his base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner. Runners need not touch the intervening bases in returning to base.

D. When an intentionally dropped ball is ruled.

E. When a batted ball strikes the pitching screen.

SECTION 7. THE RUNNER IS OUT.

A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

B. When the ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason toward the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

EFFECT: A-C: The ball is in play and the runner is out.

D. When the runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.

EFFECT: The ball is live and the runner who passes the preceding runner is out.

E. When any offensive team member, other than another runner, physically assists a runner while the ball is in play.

EFFECT: The ball is in play and the runner being assisted is called out.

EXCEPTION - Paragraph E: After a runner has scored and missed home plate and is physically assisted back to home, the ball is dead, the runner is out and the run is nullified.

F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.

G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter runner, this is a force out.

H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.

I. When running for any base and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

EFFECT - Section 7 F-I:

1. These are appeal plays, and the defensive team loses the privilege of putting the runner out if any of the following occurred:

- a. the appeal is not made before the next legal or illegal pitch,
- b. the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or
- c. on the last play of the game and the umpires have left live ball territory.
- d. (Live Ball Appeal) If properly appealed by any defensive player during a live ball, the runner is out.

e. (Dead Ball Appeal) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The

administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during this period as the ball remains dead until the next pitch.

f. If the ball goes out of play, the dead ball appeal cannot be

made until completion of all legal advancement of all base runners.

g. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.

h. If "play ball" has been declared by the umpire and the pitcher then request an appeal, the umpire would again call "time" and allow the appeal process.

i. When the runner interferes:

ii. With a fielder attempting to field a batted fair ball, or

iii. With a fielder attempting to field a fly ball over foul territory, or

iv. With a fielder attempting to throw the ball, or

v. Intentionally with a thrown ball. **EFFECT:** If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

g. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball. **EFFECT:** The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference

J. When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.

EFFECT: The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference

K. When the runner intentionally kicks a fair ball that an infielder has missed. **EFFECT:** The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference

L. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. **EFFECT:** The ball is dead and the runner closest to home shall be declared out and all other runners will return to the base they last legally touched prior to the time of interference. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. Members of a team include bat boy or any other person authorized to sit on the team's bench. **EFFECT:** The ball is dead and the runner closest to home shall be declared out and all other runners will return to the base they last legally touched prior to the time of interference

M. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. **EFFECT:** The ball is dead. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference.

NOTE: Section 7 J-L: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielder's choice.

EXCEPTION: If the interference prevents the fielder from catching a routine fly ball (fair or foul) with ordinary effort, the batter is also out.

N. When, after being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner. **EFFECT:** The ball is dead. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference/

O. When a defensive player has the ball and the runner remains upright and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be ejected. **EFFECT:** The ball is dead. The runner is out. All other runners will return to the

last base legally touched. If the collision is deemed flagrant the runner will be ejected.
EXCEPTION: If an errant throw draws the defense into the path of the runner and there is contact, the runner has not committed interference.

P. When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.

EFFECT: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

Q. When a runner abandons a base and enters the team area or leaves the field of play.

R. When the runner positions himself behind and not in contact with a base to get a running start on any fly ball. **EFFECT:** The ball remains alive.

S. Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat or non-approved bat, the runner shall be declared out. If the bat was altered, the runner shall also be disqualified. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out. See Addendum A for bat procedures.

T. When, following any conference, base runners switch positions on the bases they occupied
EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.

U. When the runner touches or jumps over the Strike Plate.

V. When the runner initially slides into any base. **EFFECT:** The umpire will immediately rule the runner out and the ball remains live

SECTION 8. RUNNER IS NOT OUT

A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field the ball.

B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in possession.

C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could **not** have made an out.

D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, **in the judgment of the umpire, no other fielder had a chance to make an out.**

E. When a runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out.

F. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, **and the runner could not avoid contact with the ball.**

G. When a runner is touched while off a base:

1. With a ball not securely held by a fielder.

2. With a hand or glove of a defensive player and the ball is in the other hand.

H. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

I. When a batter-runner overruns first base after touching it and returns directly to the base.

J. When the runner is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball. "No pitch" will be called by the umpire.

K. When the runner has legally started to advance. The runner may not be stopped by a defensive player requesting time out.

L. When the runner stays on the base until a fly ball touches a fielder and then attempts to advance.

M. When hit by a batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.

N. When the runner dislodges a base from its proper position. The base is considered to have followed the runner. **EFFECT:** A runner reaching a base safely will not be out for being off that base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. If a runner attempts to advance, and subsequently retreats to the base that he dislodged, he will retreat to the original position of the base. The umpire will use his judgment in determining the proper location of the base.

1. The next pitch (legal or illegal);

2. The pitcher and all infielders have left fair territory and the catcher has left his normal fielding position on the way to the dugout; or

3. The umpires have left the field. **EFFECT:** The manager of the offended team is given two options:
a. The manager may have the entire play nullified with each runner returning to their original base and the batter batting over again, assuming the ball and strike count prior to the pitch that was hit.

b. The manager may take the result of the play and disregard the illegal act

O. When a fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered by the umpire before:

P. Once a runner passes the commitment line it becomes a force play and he cannot be tagged out. Once a runner crosses the commitment line (20 foot marking from a second home plate), the runner cannot return to third base. **EFFECT:** The runner will be called out if the runner returns back over the commitment line. The ball remains live.

SECTION 9. COURTESY RUNNER (see Rule 4 Section 7)

A. A courtesy runner may not run for an existing courtesy runner except for an injury.

B. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

C. Courtesy Runners are considered in the game when the offensive manager has announced his intent and the new runner touches the base to which he is entitled.

SECTION 10. PLAYS AT HOME PLATE.

A. Defensive players can only touch the original Strike Plate and runners can only touch the Safety home plate.

B. Runners must touch the Safety home plate located adjacent to the right-handed batter's box in order to be safe at home.

C. Runners who have passed the commitment line and are tagged by a defensive player will be safe and will be awarded home.

D. Should a defensive player touch the Safety Plate and still touch the original home plate before the runner reaches the Safety Plate, the runner would be out.

E. If the runner touches or jumps over the Strike Plate, the runner will be out and the ball will remain live.

RULE 9 - UMPIRES

Failure of umpires to adhere to Rule 9 shall **NOT** be grounds for protest. These are guidelines for umpires. Included in this rule are basic mechanics for positioning, signaling and moving during duties as an umpire

SECTION 1. POWER AND DUTIES. The umpires are the representatives of the Codgers and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties as herein prescribed, The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules. The following is the general information for umpires.

- A. The umpire will not be a member of either team (i.e. player, coach, manager, or sponsor) However, if the game umpires do not show or have not been assigned to the game, each manager or their designated representative (s) will umpire the game during their team's at bat.
- B. The umpire should be sure of the date, time, and place of the game and should arrive at the playing field 20 to 30 minutes ahead of time, start the game at the designated time, and leave the field when the game is over. The umpire's jurisdiction begins when entering the field to check the bats and ends when leaving the field following the game.
- C. The umpire should be appropriately attired. This includes:
 - 1. The official Codgers umpire shirt. (if provided)
 - 2. Shorts, slacks or warm up trousers that present a neat professional appearance.
 - 3. The Codgers approved umpiring hat (if provided)
 - 4. A blue or grey ball bag (plate umpire), if desired)
 - 5. If conditions exist which necessitate a jacket, it should be a solid color.
 - 6. Umpires should have a game ball, a ball-strike-out indicator as well as a pad and pencil to record runs scored (by inning)
- D. The umpires should introduce themselves to the managers upon arrival
- E. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules for the representatives of both teams.
- F. Each umpire will have the power to make decisions on violations during playing time or during suspension of play.
- G. No umpire has the authority to set aside or question decisions made by another umpire within the limits of the respective duties as outlined in these rules.
- H. With or without an appeal an umpire may consult the other umpire at any time; however, the final decision will rest with the umpire whose exclusive authority it is to make the decision and who requests the opinion of the other umpire(s).
- I. In order to define respective duties, the umpire whose primary responsibility is the judging of balls and strikes will be designated as the PLATE UMPIRE, while the umpire whose primary responsibility is the rendering of base decisions will be designated as the BASE UMPIRE. The PLATE UMPIRE will make calls at 3B and Home. The BASE UMPIRE will make calls at 1B and 2B. The Plate Umpire is considered to be the Chief Umpire.
- J. The plate umpire and base umpire will have equal authority to:
 - 1. Call a runner out for leaving a base too soon.
 - 2. Call time for suspension of play.
 - 3. Eject or disqualify a player, coach, manager or other team member from the game for violation of rules or flagrant misconduct.
 - 4. Call illegal pitches.

5. The umpire will declare the batter or runner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with these rules. Unless appealed, the umpire will not call a player out for failure to touch a base, for leaving a base too soon on a caught fly ball, for batting out of order, making an attempt to go to second after reaching first base, or for courtesy runner violations, as provided in these rules.

K. The umpire will not penalize a team for any infraction of a rule when imposing the penalty would be an advantage to the offending team.

L. During dead ball periods umpire(s) will recognize an offensive manager's request for a courtesy runner. Both umpires will monitor the player replacement, recording the number of the courtesy runner and the replaced runner. The courtesy runner becomes official once documented by the umpire(s). Any violation of the courtesy runner rule is an appeal play and the decision of the umpire(s) is/are final.

SECTION 2. THE PLATE UMPIRE SHOULD.

A. Take a position behind the catcher or just to the side to allow a good view of the Strike Plate. The plate umpire will have full charge of and be responsible for the proper conduct of the game.

B. Call balls and strikes, unless requesting the help of another umpire.

C. By agreement, and in cooperation with the base umpire, make decisions on plays, fair or foul balls and legally or illegally caught balls. On plays that would necessitate the base umpire leaving the infield in a two-umpire system, the plate umpire will assume the duties normally required of the base umpire.

D. Determine and declare whether:

1. a batter bunts or chops a ball.
2. a. batted ball touches the person or clothing of the batter.
3. a. fly ball is an infield or an outfield fly.
4. a. batted ball is fair or foul

E. Render base decisions as necessary on lead runners advancing on hits, tagups or throwing errors.

F. Assume all duties when assigned as a single umpire to a game.

SECTION 3. THE BASE UMPIRE SHOULD.

A. Take such positions on the playing field approximately 20 feet off the first base foul line and clear of (behind) any infielder and not blocking the view of an outfielder.

B. Assist the plate umpire in every way to enforce the rules of the game.

SECTION 4. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, the duties and jurisdictions will extend to all points. The umpire's starting position for each pitch should be from behind home plate. On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops.

Section 5. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game unless an umpire is incapacitated by injury or illness.

SECTION 6. UMPIRE'S JUDGMENT.

A. There will be no appeal on any decision of any umpire on the grounds that the umpire was not correct in the conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball is a ball or strike, or on any play involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager or acting manager of either team does seek reversal of a decision (appeal)

based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire before taking any action; but under no circumstances will any player or person, other than the manager or acting manager of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules

- B. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one legal or illegal pitch has been thrown, or after the pitcher and all infielders have clearly vacated their normal fielding position and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

SECTION 7. SIGNALS. Umpires should **NEVER** rush a signal or call. Let the play come to completion, pause and give the proper signal. Ordinary calls should be "understated". Save the "sell call" (see below) for the tough call to display confidence

A-Safe. Body upright, eyes on the ball, and arms extended straight out with the palms down. A verbal call of "safe" is made as the arms are snapped to this position from the upper chest.

B-Safe Sell. The same as the safe call but as the arms are extended straight out with the palms down a step should be taken towards the play.

C-Out. Body upright, eyes on the ball and right arm extended straight up as an extension of the shoulder. The elbow is bent at a 90-degree angle and the fist closed with the fingers facing the right ear. A verbal call of "out" is made as the right arm is extended into the air.

D-Out Sell. Come to upright position and take a step with left foot directly at the play. Your head should remain in position looking at the play. Raise right arm with an open hand behind your head into a throwing position as you move your right foot behind the left. Plant right foot and transfer weight, bringing right arm over the top of your head with a closed fist, and make a vigorous "out" call.

E-Strike. Body upright, eyes on the pitcher and right arm extended straight up as an extension of the shoulder. The elbow is bent at a 90-degree angle and the fist is closed with the fingers facing the right ear. A verbal call of "strike" is made as the right arm is extended. If the Strike call is done properly there is no need to signal a "ball". A soft "ball", loud enough for the batter and catcher is all that is needed

F-Fair Ball. Body upright, eyes on the ball and point toward fair territory with the arm toward the infield. There is no verbal call on a fair ball.

G-Foul Ball. On all foul balls, the ball is dead and the dead ball signal should be given. For balls touched close to the foul line over foul territory, the arm should be extended straight out toward foul territory away from the playing field. If caught, follow with a verbal "out" call and the "out" signal. If not caught, follow with a "dead ball" signal and a verbal "foul ball" call.

H-Time Out/Dead Ball/No Pitch/Foul Ball. Body upright and both arms extended high into the air with the palms of the hands open and facing away from the umpire's body. A verbal call of "time out", "dead ball" or "no pitch" is made at the same time the arms are going up.

I-Play Ball. Body upright, eyes on the pitcher and the umpire makes a motion toward the pitcher. On a right handed batter use the right hand. On a left-handed batter use the left hand. A verbal call of "play" or "play ball" is made as the umpire motions toward the pitcher.

J-Hold Up Play. Body upright and raise either hand with the palm facing the pitcher. On a right-handed batter use the right hand. On a left-handed batter use the left hand. "No pitch" shall be declared if the pitcher pitches while the umpire has a hand in this position.

K-Delayed Dead Ball. Body upright, the left arm is extended straight out to the side of the body as an extension of the shoulder and the left hand is in a fist. This position is held long enough for the players to see that the umpire has observed the act that caused this call.

L-Infield Fly. Body upright, eyes on the ball and right arm extended into the air with a closed fist. Make verbal call of "Infield Fly". If the ball is near a foul line, call "Infield Fly if Fair."

M-Trapped Ball. Same as safe signal. The umpire makes a verbal call of "no catch".

N-Foul Tip. Body upright and eyes on the ball. The fingers of both hands are touched together and then the umpire gives the strike signal with no verbal call. This indicates that the bat tipped the ball and was caught by the catcher. It is very rare to give this signal.

O-Ball/Strike Count. Body upright. Have eye contact with the pitcher. Both hands are extended high above the head. Consecutive fingers are used to indicate the ball and strike count on the batter. Use the fingers of the left hand for balls and the fingers of the right hand for strikes. A verbal description of the count on the batter is given while the hands are overhead. Balls are always mentioned first and strikes second. This should be announced when the next pitch is critical (a walk or strikeout is imminent) or if there has been a delay between pitches.

P-Double. Body upright. Raise the right hand high above the head indicating with two fingers the number of bases awarded. A verbal call of "two bases" is made while the hand remains overhead.

Q-Home Run. Body upright. Raise the right hand high above the head with a closed fist. Make a counter-clockwise circling motion with the raised fist. A verbal call of "home run" is made at the same time the fist is overhead.

R-Four-Base Award. Body upright. Raise the right hand above the head with four fingers shown. A verbal call of "four-base award" is made at the same time the hand is overhead.

SECTION 8. SUSPENSION OF PLAY.

A. Umpires may suspend play when, in their judgment, conditions justify such action.

B. Play will be suspended whenever the plate umpire leaves the umpires position to brush the plate or to perform other duties not directly connected with the calling of plays.

C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

D. An umpire will suspend play if a fair batted ball hits the umpire prior to passing an infielder. **EFFECT:** The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.

E. An umpire will NOT call time while any play is in progress, including when a thrown ball hits an umpire. **EXCEPTION:**
See 8.G Exception

F. An umpire will not call time after the pitcher has started the delivery.

EXCEPTION: In case of apparent severe injury the umpire may immediately suspend play to have the injured player attended to. After the aid is administered the umpire will place the runners at the appropriate base predicated on the bases they would have attained absent the time for injury.

F. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.

G. When, in the judgment of an umpire, all immediate play is apparently completed the umpire should call time.

This section is expansion of rules, procedures and mechanics that umpires, managers and players should be attentive to when participating in any Codgers' game. They are rules or procedures that are unique to Codgers or are areas often misinterpreted.

APPEALS

A. Types

1. Missing a base (forward or backward).
2. Leaving a base on a caught fly ball before the ball has been touched
3. Batting out of order
4. Attempting to advance to second after making the turn at first base.
5. Illegal Courtesy Runner

B. Live. An appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on caught fly ball, or by tagging the runner committing the violation if he is still on the playing field.

C. Dead.

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity, in the umpire's judgment, to complete their base running responsibilities.
2. Any infielder (including the pitcher or catcher), with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.

D. May Not Return. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:

1. They have left the field of play, or
2. A following runner has scored.

E. When appeals must be made:

1. Before the next legal or illegal pitch. For Courtesy Runner appeals they must be made prior to the completion of the next at bat
2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area.
3. On the last play of the game, an appeal can be made until the umpires leave the field of play.

F. More Than One Appeal. More than one appeal play may be made but guessing games should not be allowed.

EXAMPLE: The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.

G. Awards. An appeal must be honored even if the base missed was before or after an award.

H. Plate. If a runner misses the home plate Safety Base but beats the throw or the defender does not step on the Strike Mat, the umpire should hesitate slightly. The umpire should declare the runner safe. If an appeal play is then made by tagging the Strike Plate, the umpire should then make a decision on this appeal play

I. Force Out. If an appeal is honored at a base to which a runner was forced to advance and the out is a force out, no runs would score if it were the third out. If a forced runner, after touching the next base, retreats for any reason towards the base they had first occupied, the force play is reinstated and they may again be put out if the defense tags the base to which the runner is forced. If the batter-runner is put out or is the first out on multiple outs on the same play, this would eliminate all force-outs. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred. Note: As a reminder: On a fly ball out there is never a force play in effect.

J. Tag-Ups. If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal were the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.

K. Missing First Base Before the Throw Arrives. If a runner passes first base before the throw arrives, the runner is considered to have touched the base unless an appeal play is made. If an appeal is made, it must be made prior to the runner returning to either (White or Safety) base while the ball is live. If a batter runner touches the white rather than the safety base and a play is made at first from the infield, the umpire will immediately rule the batter-runner out.

EXCEPTION: If a play is being made from first base foul territory, or an errant or missed throw pulls the defensive player into foul territory; the runner may touch the white portion of the base and be safe.

NOTE: Missing the base is not the same as going to the wrong base. Missing the base IS an appeal play and may only be ruled on when the play is properly appealed.

L. Fourth Out Appeal. An appeal may be made after the third out as long as it is made properly (e.g., One out with runner on first and third). The batter hits a flyball that is caught. Each runner leaves his base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.

BALL ROTATION. There is no specific ball rotation procedure in CODGERS. The umpire will attempt to keep the newest game ball in play. If both game balls are put out of play and not available, select the best authorized ball from either team.

BATTING OUT OF THE BATTERS BOX.

In order for the batter to be called out for batting out of the batter's box, one foot or both feet must be on the ground **completely outside the lines** of the box when **contact** is made with the ball. The lines of the batter's box are considered inside the batter's box. The batter is also to be called out if:

- A. Any part of a foot touches home plate when he contacts the ball even though he may be touching the lines of the batter's box, or
- B. The batter steps out of the batter's box, re-enters and makes contact with the pitched ball.

FAKE TAG. A fake tag occurs when a fielder without the ball deceives the runner by impeding his progress (i.e. causing him to slow down or stop running). This is a form of obstruction and the umpire will give the delayed dead ball signal and, when play is finished, award the runner(s) affected by the obstruction the base(s) they would have reached without the fake tag.

FORCE PLAYS AT SECOND BASE OR THIRD BASE. The Codgers employ a "veer rule" for force plays at second base under which a runner is awarded second base when they veer off and, in the judgment of the umpire, would have been safe. The runner is entitled to the base, and the fielder is entitled to make a play at the and make a throw to the next base. If a runner unduly impedes a throw to the next base, the umpire may call the runner to the next base out for interference.

INJURED PLAYER. During a live ball situation, when a player becomes injured and in the umpire's judgment requires immediate attention, the umpire should call time. If there are runners on base, the umpire will award any bases the runner would have reached had the time not been called.

INFIELD FLY:

In Division 2 starting in the summer of 2023 there will be no infield fly rule. All batted balls are live and all runners advance at their own risk. If the umpire determines that the fielder intentionally dropped the ball that batter will be called out and no base runners can advance.

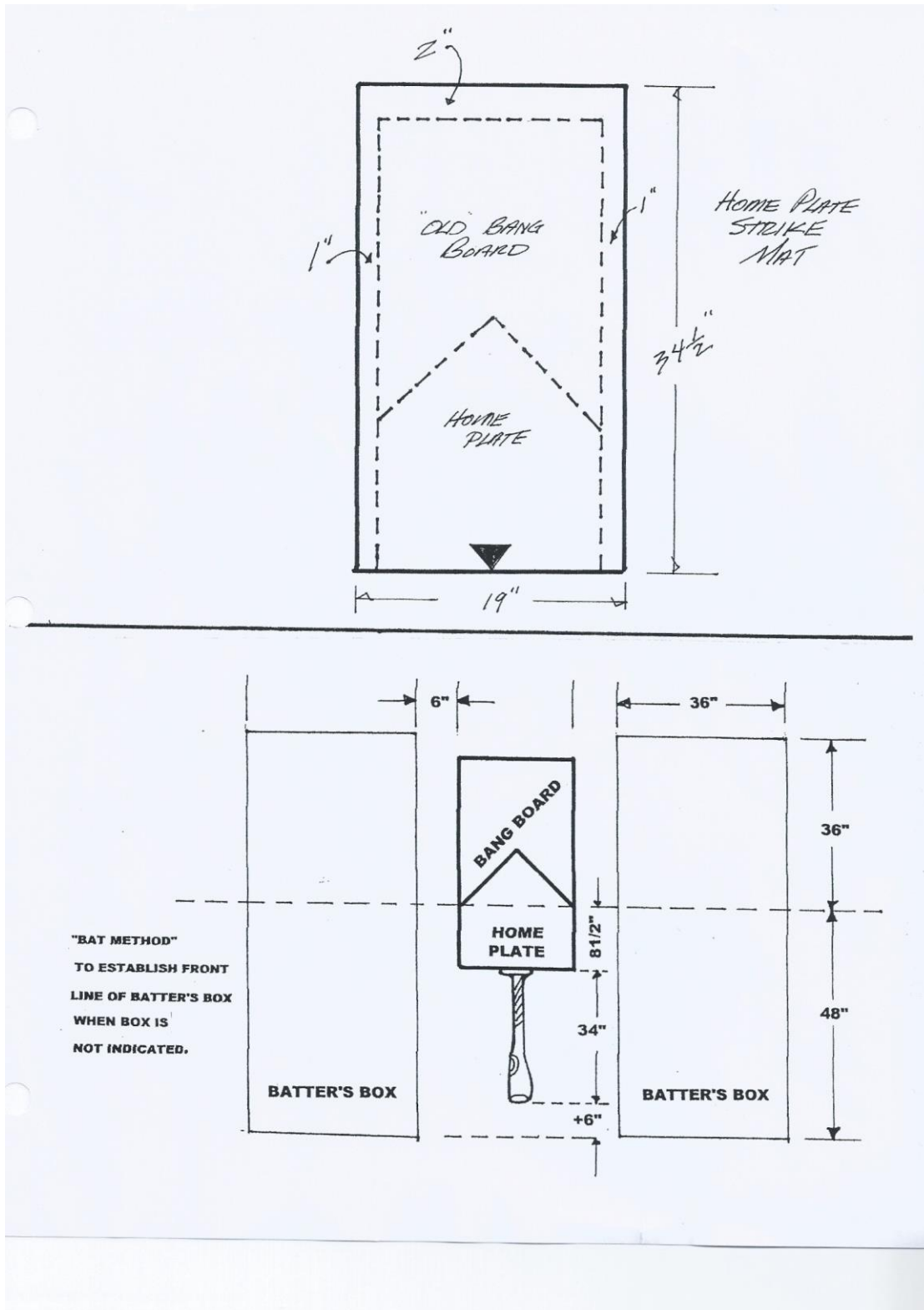
INTENTIONALLY DROPPING A FAIR FLY BALL OR LINE DRIVE. The batter-runner is out and the ball is dead when an infielder intentionally drops a fair fly ball or line drive after hitting his glove with runners on first, first and second, first and third, or first second and third with less than two outs. If the infielder guides the ball to the ground without catching it, it is NOT intentionally dropping the ball.

INTENTIONAL WALK. In the spirit of good Codger sportsmanship, any individual batter may only be walked intentionally once in a regulation game and once in extra innings. The defensive team's manager or pitcher (at the manager's behest) will indicate that the batter is to be walked with no pitches thrown. If, during any at-bat, in the judgment of the home plate umpire, a batter is being deprived of his opportunity to put the ball in play after a minimum of two pitches are thrown far out of the strike zone (high, low, inside, outside), the pitcher will be directed by the home plate umpire to "Pitch to the batter". If subsequent pitches continue to be wild, the umpire will declare each of them "No pitch". After any of these "No pitch" calls, the manager may direct that the batter be walked intentionally, if that batter has received no earlier intentional walks. After four "No pitch" calls, the pitcher must be replaced by another pitcher to complete the batter's time up under the same "Pitch to the batter" dictate. A pitcher who is removed under these circumstances may return to pitch any time after the completion of that inning. Any further removals of that pitcher under this rule will result in his not being allowed to pitch for the remainder of the game."

Note: Pitches within the batter's normal reach will be called strikes or balls and may lead to the batter being legally walked.

OVERTHROWS. When a ball enters a dead ball area as a result of a throw by any defensive player the ball is dead and the umpire will award two bases based on the runner's location at the time of the throw. **Example:** Ground ball to shortstop and, at the time of the throw from the shortstop, the batter-runner has not reached first base. Award the batter-runner second base (first and second). If the runner has passed first, award third base (second and third). If there are two runners between the same bases the award will be based on the lead runner. **Example:** On a hit to the outfield and runner on first hesitates part way to second. Batter runner passes first and then the outfielder drops the ball and attempts to throw to third and the ball goes into a dead ball area. At the time of the throw the lead runner has not touched second. Award the lead runner two bases (second and third) and the trail runner one base.

Field Diagrams
Courtesy of Mr. Tom Burke



Home Plate, Pitcher's Box and Scoring plate

