

## D2 Major Rules Changes

We are currently trying to find a reasonable base set of rules from another source that we can use for rules that are not identified as Codger specific rules that the board approves. This would be the source for the basic softball rules that everyone should know but may not.

Stay tuned for that.

Regarding what the rules committee, D2 coaches have put forward and the board has voted favorably on most already:

Changes/clarifications to current D2 Codger rules...

- Equipment
  - Bats: Players may use any softball bat that is stamped with a SSUSA, USSSA, or ASA stamp.
  - Balls: The league will provide 52 COR/300 ball for use in all games
- Game Rules
  - Reinstitute the infield fly rule
  - Courtesy Runner
    - From home plate, all runners must reach first base under their own power. A courtesy runner from home plate is not permitted.
    - From a base, a courtesy runner is available when needed. The last batted out would perform the running with no limitations on the number of times you can be a runner.
  - D2 will have 11 players in the field. (no other changes to the batting/sitting/pool player number rules)
  - A team that is short players can request a courtesy catcher from their opponent. The courtesy catcher shall make all basic plays defensively.
- Manager Expectations
  - All teams must keep a scorebook, no exceptions. Names of players attending the game and runs scored should be at a minimum.
  - The team manager (one person designated as the coach for this game) is the only one who can have a game discussion with the umpire. All other players should not address the umpire.
- Bases
  - There will be an orange safety base placed at first base in foul territory.
  - There will be a safety base placed at third base in foul territory.
- Runners
  - First base
  - A runner must run to the safety base whenever a ball is hit to the infield. Failure to run to the safety base will result in an out being declared by the umpire with no further advance by other runners. If a ball is hit to the outfield, the runner has the option to run to either bag. If the runner runs to the safety bag, he/she must tag the white base before moving to the next base.
  - It is incumbent on the fielder to not block the base or base path if there is no chance for a play to be made. If **in the umpire's judgement**, the fielder has blocked the base or interfered in the base path, he/she may call interference and allow the runner (the runner interfered with and the runner on the immediate base in ahead if applicable) to advance to the next base. In this case, during the play, the umpire would raise their hand to signal there is interference while the play continues. If the interference does not change anything, then no one would advance. It is entirely in the umpire's judgement whether the interference impacted the outcome.

- Second base
  - When running to second base, a runner has three options:
    - Slide
    - Veer
    - Slow up
  - Sliding is permitted to the base. Takeout slides are not permitted and the runner shall be called out by the umpire. If a takeout slide is attempted on a double play, both runners shall be called out.
  - Runners shall avoid contact with the fielder. If to avoid contact, a runner does not touch second base, it is the umpire's judgment on whether the runner is safe or out. If a runner who has veered off to avoid contact attempts to advance to third base, the runner has to actually touch second base before advancing to third.
  - Runners cannot overrun second base without risking being put out unless veering off.
  - It is incumbent on the fielder to not block the base or base path if there is no chance for a play to be made. If **in the umpire's judgement**, the fielder has blocked the base or interfered in the base path, he/she may call interference and allow the runner (the runner interfered with and the runner on the immediate base in ahead if applicable) to advance to the next base. In this case, during the play, the umpire would raise their hand to signal there is interference while the play continues. If the interference does not change anything, then no one would advance. It is entirely in the umpire's judgement whether the interference impacted the outcome.

- Third base
  - When running to second base, a runner has three options:
    - Slide
    - Veer
    - Slow up
  - Sliding is permitted to the base. Takeout slides are not permitted and the runner shall be called out by the umpire. If a takeout slide is attempted on a double play, both runners shall be called out.
  - Runners shall avoid contact with the fielder. If to avoid contact, a runner does not touch third base, it is the umpire's judgment on whether the runner is safe or out. If a runner who has veered off to avoid contact attempts to advance to home plate, the runner must actually touch third base before advancing to home.
  - Runners cannot overrun third base without risking being put out unless veering off.
  - The safety base at third is not to be used to allow a runner to run through third base. It is to be used as a starting point for a runner who has safely reached third and is trying to avoid being hit by a batted ball.
  - Once a runner has safely reached third base, if he/she attempts to advance to home plate on a subsequent play and decides to return to third, the runner must return to the white 3rd base in order to safely return to third base. The safety base is to only be used to avoid be struck by a batted ball.
  - It is incumbent on the fielder to not block the base or base path if there is no chance for a play to be made. If in the umpire's judgement, the fielder has blocked the base or interfered in the base path, he/she may call interference and allow the runner to advance to the next base.

- Pitching
  - Masks and protective equipment is encouraged/recommended but not required.
  - A league provided pitching screen shall be present at all times. It will be oriented parallel to the pitching rubber, 3-6 feet in front of the pitching rubber, with some portion of the screen in line with the rubber. In other words, the screen cannot be completely to the side of the rubber, it has to be fashioned as part of the pitching rubber alignment.

- A pitcher is not required to but encouraged to go behind the screen after throwing a pitch.
- A pitcher can field a ball anywhere including in front of the screen.
- Playoff eligibility
  - All players must attend 7 games in order to be eligible for the playoffs.
  - Exceptions can be made after a meeting discussing the reason of the exception with the board president.