

## KENSINGTON VALLEY SR MEN'S SOFTBALL LEAGUE RULES

### 1. **STAY OFF OTHER FIELDS PREPPED FOR EVENING GAMES.**

**BATS – USA / ASA approved only. Many bats will contain USSSA, NSA and ISF symbol/s along with USA and ASA, important to research that the bat in question is still legal.**

**NO SENIOR “HOT” BATS, Any player attempting to swing a Senior Hot Bat, is automatically out and ejected from the game and the following week’s game. Umpires will report the infraction.**

### 2. **BASES - Defensively players cannot play inside the base lines until the ball has been batted ( Est 2017).**

### 3. **INNINGS - 8 inning games / 1hr 20 min time limit, NO NEW INNING MAY START AFTER 1 HR AND 20 MIN. Catch up rule no longer applies, having been decided by the managers for teams to score “all you can” in the 8<sup>th</sup> inning of a regulation game. Any game to end before regulation play due to time, the umpire will make the decision concerning what will be the last inning and only that inning will be “all you can get”.**

### 4. **GAME TIMES - will rotate each week, one week 9:30 the next 11am. The clock starts at 9:30am and goes against playing time if having to wait for late arrivals. If weather dictates games times will be moved.**

### 5. **SUBS / BORROWING PLAYERS:**

a. A sub pool is available with numerous players, any team that finds themselves in need of players should contact replacements out of the sub pool before borrowing players from another team.

**b. borrowing of players between the American Lg and the National Lg is not allowed.**

**c. teams short may borrow a player/s from another team within their league after exhausting the sub pool, but only up to 2 players to field a roster of 11 players (also refer to d)....subs are the exception, teams may draw from the sub pool to field a team of 11 except if borrowed players are involved, then 10 is the max. There is no exception to this rule regardless of any agreements between the teams and umpires.**

**d. teams cannot borrow the same players each week....borrowed players are only allowed to take the position first as catcher, then right field, then 1<sup>st</sup> base. Borrowed players will only be added to the end of the batting line up.**

**\* the only exception would be the pitcher, if the team has no one that can pitch a consistent game, then a pitcher may be borrowed to provide a fair game and not one of walks.**

### 6. **PLAYER PARTICIPATION – batting line-up: Rosters are limited to 18 players. All non-injured rostered players present at a game will bat in the line-up and all players play the field at sometime in the game**

**a. Exception: A player recovering from a physical ailment (i.e. recovering from a heart attack)**

### 7. **BATTING – batters begin with a 1 / 1 count with one to waste on the 3<sup>rd</sup> strike, if fouled the batter is then out.**

8. **BASE RUNNING.....No allowed “over runs” at 2<sup>nd</sup> and 3<sup>rd</sup>.**
9. **COURTESY RUNNERS –Anyone can courtesy run, BUT:**
- a. *There is no courtesy runner allowed from home plate, batters must run on their own. ( see below #10 )*
  - b. *A courtesy runner can only run one time per inning.*
    - 1. *If a player violates the rule, he is automatically out upon taking a base to run again.*
    - 2. *If a player whose turn to bat comes up while on base as a courtesy runner, automatically out.*
  - c. *In the case of a walk the batter doesn't have to go to 1<sup>st</sup> base. The courtesy runner can automatically take 1<sup>st</sup> base.*
10. **Batters running from Home Plate: ( Important also refer to rule 15. )**
- a. *Any game involving a National Lg team, the outfield ( including the rover ) cannot attempt to throw the batter out at 1<sup>st</sup>.*
  - b. *American Lg games – as decided by the American Lg managers, the outfield is allowed to throw the runner out at 1<sup>st</sup> base.*
11. **Injury: If a player is injured during the game and cannot continue to play, KVSSL rules exception there is no penalty. Such as an automatic out, the play is just skipped in the line-up.**
12. **RUNS and MERCY RULE – Maximum of 5 runs per inning for each team in innings 1-7. In the 8<sup>th</sup> inning it is “all you can” score. The 20-run rule shall be in effect after 5 innings. The game will be considered a regulation game if a team is ahead by 20 or more runs after 5 or more innings; 5 ½ or 6 ½ innings if the home team is ahead.**
13. **TIES – if a game is tied after regulation 8 innings IF TIME ALLOWS, ONE MORE INNING WILL BE PLAYED.**
- The last “physical out” will take 2<sup>nd</sup> base ( courtesy runner is not allowed, runner must make it to 3<sup>rd</sup> base then a courtesy runner can take his place ) and the inning will start with one out. If still tied after both teams have batted the game is recorded as a tie.*
14. **HIT UP THE MIDDLE RULE – The pitcher has the option to use a provided protective screen, if choosing not to the pitcher is responsible for utilizing all protective equipment available at his cost. With no screen a “HARD” hit up the middle that endangers the pitcher ( umpire’s opinion) is an automatic out. With screen, hits up the middle that hit the screen first is a strike, second a strike out with the batter assuming a 1 / 1 count upon entering the bater’s box.**
15. **WALKS - Players up to bat....there will be no deliberate walking of a batter, this is a Rec league that many players travel a distance to participate and to deliberately walk the player is not fair to them or sportsman like play.**
16. **ROVER / OUTFIELD –the rover plays in the position that was intended....to support the aging outfield. Shifting of other positions to bypass this rule is not allowed.**

**a. National Lg....**

- 1. the Rover must be on the grass and cannot move until the swing of the bat.**
- 2. the Rover cannot throw a runner out at 1<sup>st</sup> base.**
- 3. the Rover cannot field a ball that was off an infielder and throw a runner out at 1<sup>st</sup> base.**
- 4. the Rover can as an attempt at a double play fielding the ball throwing to 2<sup>nd</sup> or 3<sup>rd</sup> base the throw can be made at 1<sup>st</sup> to complete a double play.**

**b. American Lg**

- 1. The Rover can play anywhere on the field and attempt to throw the batter/runner out at 1<sup>st</sup>.**
- 2. Fielding the ball is allowed to complete the play attempting to throw the batter out at 1<sup>st</sup> base.**

**17. PITCHING...legal pitch is 6-12ft arc based on the umpire's judgement and NOT THE PLAYERS. As stated in USA / ASA rules, the pitcher must be stationary, present the ball then pitching from the rubber or up to six feet back with at least one foot between the perimeters of the rubber. Attempts to distract the batter with jerking motions, releasing the pitch while scooting forward, holding the ball for more then 8 seconds after presenting to pitch is ILLEGAL. The umpire will call out illegal upon such violation and a "ball" awarded the batter.**