

Softball Burlington

Rules and Regulations

Basic League Principles

The guiding principle is to have fun. This league stresses good sportsmanship, camaraderie and recreation. Players are expected to conduct themselves in a manner conducive with this philosophy and any disputes should be handled amicably at the ball park between team captains. Alcohol, other intoxicants and smoking are strictly prohibited at City parks.

Player Misconduct - Unacceptable Behaviour

Excessive swearing, fighting, intoxication, unruly or confrontational behavior is prohibited. Players may be ejected from the game by the team captains for exhibiting these behaviors.

All cases of player misconduct will be brought before the league governing body for further assessment.

Mercy Rule

- 6 Runs Rule: If a team is losing by more than 6 runs, they can tie the game plus 1 run.

Dead Ball

- Any ball hit at the net is considered a dead ball.
- Only 3 dead balls are allowed per player; after that, it is counted as one of the pitches.

Player Conduct

- Throwing the Bat: Any player who throws the bat in any manner will be called out.
- Sliding, Stealing, Leading Off, Bunting: Players engaging in these actions or touching home plate will be called out.
- Interference: Players intentionally interfering with an opposing player during a play will be called out.
 - Fielders: Have the right of way when fielding the ball.
 - Runners: Have the right of way when not directly interfering with a fielding attempt.

Fielding and Base Running

- Fielders: Must stay behind the basepaths until the ball is hit.
- Chicken Line:
 - Runners crossing the Chicken Line must proceed to Home Plate.
 - A runner attempting to return to Third Base after crossing the Chicken Line will be called out.
- Foul Balls: Count as strikes, including on the third pitch.
- Tagging Up: Not allowed, but runners must return to their base after a caught flyball before the ball beats them back.
- Over-running First Base: Runners must turn to the right (away from the field) if not advancing to Second Base; failure to do so makes them "In Play."
- Orange Bag Rule:
 - Runners must touch the orange bag to avoid being called out unless considering an advance to Second Base (in which case they may use the white bag).
 - First baseman must touch the white bag to record an out; touching the orange bag alone results in the runner being safe.

Home Plate Rules

- Safe Line: A runner is safe if they cross the Safe Line before the catcher has the ball.
- Catcher's Out: The catcher must be in contact with Home Plate (with any part of their body) while holding the ball to make an out at Home Plate.

Substitutions

- Substitute runners must be the last player out of the same gender.

Catching and Relaying

- **Foul Territory Catch:** A catcher may record an out by catching a pop fly in foul territory if it rises above 10 feet.
- **Fair Territory Catch:** Any ball caught in fair territory by the catcher is an out.
- **Infield Relay:**
 - Fielding teams must return the ball to an infielder to relay to the pitcher.
 - **Outfielders** cannot throw directly to the pitcher or Home Plate.
 - Far outfield players must throw to a cutoff person to relay the ball to the infield. Throws to Home Plate must come from an infielder
- We are a no-lead off league. If the batter fails to make contact with the ball, and a runner has moved off the bag to the point that they are a step away from the bag, they will be called out.

Game Structure

- **Innings:** A game consists of 7 or 9 inning captains to agree at beginning of each game
- **Weather:** A game is considered complete after 5 innings in the event of inclement weather.
- **Final Inning:** The bottom of the final inning is only played if the Home Team is trailing. If the Home Team is leading, the inning is considered complete after the Visiting Team bats.

Disputes

- Any disputes among players are to be resolved by the captains. Their decision is final, and the game must resume.

Field Hazards

- Hazards such as trees, bushes, or hills are **playable** at the discretion of both captains.
- Any agreement on how these will impact play must be discussed **before the game starts**.

Diamond Layout

- The distance between the bases shall be **55 feet**. If the diamond is square, the diagonals across the diamond (first to third, second to home) should be **77 feet 9 inches**
- The "chicken line" (or commitment line) is a line drawn perpendicular to the third base line approximately **30 feet** from home plate
- The "Safe Line" is an extension of the first base line, running from home plate to the edge of the backstop
- The "Dead Ball Line" is an arc drawn at a distance of **35 feet from home plate**, running from the first base line to the third base line
- Bases must be secured to the infield by pegs attached to the bag by a strap

Equipment

- Players must wear shoes on the field at all times. Open toed shoes or bare feet are not allowed. Rubber cleats approved for use in softball are permitted. Steel spikes are not allowed
- All fielders must have a catching glove
- Only bats with softball certified stamps on it may be used.
- All bats used within the game have to be shared between teams.
- Bat handles must have taped or rubber grips

Most importantly, we are all here to **HAVE FUN!**