

The Villages Recreation Softball League
RULES & REGULATIONS
DIVISION #3
Revised May 8, 2023

The Villages Recreation Softball League is designed to offer recreational play in an organized and structured format to residents of The Villages. The Recreation Department regulations, the Official Softball SSUSA Rules, and The Villages Division 3 Softball Rules govern play for all players, managers, and umpires to abide.

Participants are reminded that softball is only a game to be enjoyed. Exercise, fellowship, and friendly competition are our goals. Negative comments about fellow players, opponents or umpires are not in keeping with the spirit of the sport. Disagreements between managers and players should be expressed with respect and consideration by both parties, preferably in private. No one should be disparaged or criticized in front of teammates and/or spectators.

If the Manager deems it necessary to remove a player from the field, after warning him about his behavior (language or actions), he shall tell the Umpire of his intentions and ask for a replacement player if the team only has 11 players to start with. If the player was at bat when this occurred the replacement player would inherit the players count at the plate. The Manager would file an incident report at the board table immediately following his game. The use of vulgar language does not require or deserve a warning. The removal of a player will follow the same rules as ejection. (Definitions #11)

The Division 3 Board Member In-Charge, in conjunction with Recreation Department Personnel will determine if games are to be canceled due to weather conditions that would impact the safety and well being of participants. The cancellation will be emailed using the league wide system. When the temperatures are at or above 104 degree Heat Index or below 40 degrees as of game time, the Board Member In-Charge will consult the managers of each team and ask them if they want to play the game. If one managers says “NO,” then the game is canceled and is recorded as a cancelled game. (No Forfeit). If one player does not want to play, then the team may get a sub. The game that player didn’t play in will be charged against him as a missed game.

Also when the temperature reaches 104 heat index all umpires will mandatorily have both teams take a 5 minute break after the bottom of the fourth inning.

Prior to the start of the games, if weather conditions (i.e. rain, high heat index, cold temperature, excessive wind, lightning, etc.) are approaching an unsafe situation (or if there is an umpire-called “rain delay”), the Board Member In-Charge, with input from the groundskeeper, fellow Board members, and umpires at the fields, will make the decision of whether the games should be played or canceled. Only games on the unplayable fields will be canceled—all other games will restart after a rain delay. If lightning is seen by an umpire or Board Member, all games MUST stop for 20 minutes. If no lightning is seen during the 20 minute delay, all games will resume as scheduled. If lightning is seen again within the initial 20 minute delay, the umpire(s), with input from Board Members present, may either cancel ALL games or choose to restart a subsequent 20 minute delay – sound judgment must prevail. When the Board Member In-Charge makes the decision to play the games, any team who decides not to play will incur a forfeit.

I. EQUIPMENT

Only the following are allowed: rubber spikes or sneakers; regulation-sized gloves; and bats that have been approved by Senior Softball-USA. Team shirts and hats that build team spirit, unity, and fun are encouraged. Any player may wear gloves, but only the catcher and the first baseman may use mitts. Pitchers are not allowed to wear gloves of ANY sort on their pitching hand. Players are permitted to wear any protective equipment they feel necessary. It is mandatory that Pitchers wear a NOCSAE-approved protective face mask while pitching and to wear the mask consistent with the manufacture’s intended usage of their product. Pitchers may also use

pitching screens, if available. It is not mandatory that both pitchers must use a screen if only one pitcher elects to do so. (also see "IV DEFINITIONS")

II. PLAYERS

A. QUALIFICATIONS

1. Players must be residents or certified renters of The Villages and must sign an Application (release form) before being eligible to participate.
2. New players must attend three official evaluation practices before becoming eligible to play. The Player Evaluation Committee determines division placement. The division board determines player rating (A, B, or C).
3. A newly evaluated player may sign up for their evaluated division. If a season is already in progress, the newly evaluated player is eligible (providing application has been made) to declare that he wishes to join a team. A previous roster player who has not been drafted at the beginning of the season is eligible and may also declare that they wish to be on a team.
4. New players who indicate that they are Pitchers in D-3 must be evaluated by the Board. If pitchers are coming from a higher division will be added to the Certification list for R3. Pitchers coming from R4 will be evaluated. The Board has the right to evaluate any pitcher coming from any division.

The Pitcher Evaluation Process is as follows:

Step 1: Players who want to pitch in D-3 must first go through a preliminary tryout which consists of pitching a simulated game from the mound to a catcher with a player standing in the batter's box while a board member (or certified umpire) acts as the umpire. The simulated game will be three innings in which the pitcher moves on to the next inning after recording three strike outs. The pitcher's base on balls (walks) will be recorded as well. The board members observing this process will decide if the applicant meets this test satisfactorily. If so, the applicant will be allowed to pitch either as a roster player or sub for the remainder of that season.

Step 2: After the initial season is complete the applicant's performance will be evaluated by the board and a decision will be made whether or not the applicant is certified as a pitcher in D-3. If so, no further evaluation is necessary. If not, the applicant will be notified he is not eligible to pitch in D-3 either as a roster player or sub.

5. To provide fairness in the division, for a team, and for players who wish to join a team, a roster player must agree to play at least four and one half innings (with the Home team ahead or five innings with the Visitor team ahead) in at least 70% of the regularly scheduled games in a given season. A player who does not play at least 70% of the regularly scheduled games in a given season will become ineligible, removed from a team's roster, and replaced by a player wishing to join a team. When a player is placed on a team from the Replacement List, he will be governed by the 70% rule for the remainder of the games for that season. Ex. 10 games left he could only miss 3 games, 4th game out.

For example:

With 22-23 scheduled games, a player may miss 7 games, 8th game out.

With 19-21 scheduled games, a player may miss 6 games, 7th game out.

With 16-18 scheduled games, a player may miss 5 games, 6th game out.

With 14-15 scheduled games, a player may miss 4 games, 5th game out.

It is each manager's duty to promptly inform the Division Board Commissioner when a player misses too many games and must be replaced or if a team member sustains an injury and informs his manager that he cannot finish the season. See Notes (1) (2) and (3) below.

Note (1): The penalty for failing to inform the Board is as follows:

** Warning Issued for 1st Offense

** Suspended from managing the remainder of the season and all of the next season (if he is appointed manager again) for 2nd Offense.

**Permanently removed as a manager in D-3 for 3rd Offense.

Note (2): When a player (who was removed from a roster due to injury or illness) returns, he will be added to a sub list of players. That player cannot sub for or against his former team and may NOT sub for any team until he misses the minimum required amount of games using the table above.

B. DRAFT:

1. The division Board will assign managers at the start each season. They will be chosen from a list of volunteers from the Application (sign-up) forms and must meet all manager qualifications and the manager selection process set forth in the Division 3 Bylaws. Player information will be presented to the managers prior to the draft. Managers will randomly draw for draft position. All playing managers will draft 10 players. All non-playing managers will draft 11 players.

2. Players when signing up for the draft will put down their preferred position on the draft form. They will put down what position they want to play but cannot put down "Any, IF or Rover". Players refusing to play on a team or players refusing to play where their manager assigns them, with the exception of "Pitcher", will be barred from playing or substituting for the remainder of that season. If such an event occurs after the fourteenth (14th) game of the season, they will be barred from playing or substituting for the remainder of that season plus the amount of games of the next season in which they wish to play to equal 14 games. Players returning to the league in mid season under these circumstances shall be placed at the end of the Replacement Player List. Players signing up and NOT designating the position of "Pitcher" as one of their choices may not be named the designated pitcher. Players may also refuse to play the position of "Pitcher" for their current team manager without consequence. Players refusing to pitch for their team will not be permitted to pitch for any other team for the remainder of that season.

C. LINEUPS:

1. Each team shall field a minimum of Eleven (11) players.
2. Players who know they will not be able to participate in a game must notify their manager of the reason for their absence.
3. Players should notify their manager of their presence 40 minutes prior to their own game time. Managers must submit two copies of their lineup 30 minutes prior to scheduled game time to the Board Member on duty or note the number of subs needed on the appropriate substitution sheet located outside the snack bar. **ANY TEAM MEMBER NOT IN THE LINEUP ARRIVING AFTER THE SUBMISSION OF THAT LINE UP, WILL NOT BE ALLOWED TO PLAY IN THAT GAME.** A team member that IS in the lineup, and does not show, the team will play with 10 players for the duration of the game, provided they have a minimum of 8 roster players in the lineup, and the opposing team will NOT provide a catcher or defensive player. Additionally, the team will incur an out each time the absent player is scheduled to bat. The Board Member In-Charge will, prior to the start of the game, have Team Managers provide "updated" line-up sheets for the score keepers and opposing manager.
4. A team with fewer than eight (8) players will not be allowed to select substitutes and MUST forfeit the game. If a team has eight (8) roster players present, the manager may receive a maximum of three (3) substitutes, and

then play with eleven (11) players. No more than three (3) substitutes will be allowed on any team for any game, seasonal or playoffs. Players should not start a game if they know they will not be able to complete it. Decisions regarding the batting order and defensive assignments are the exclusive responsibility of team managers

- a. If a team has only 8 players and receives 3 subs prior to the game and subsequently they lose one of their roster players due to injury, illness or emergency, they may NOT receive another sub and would be required to forfeit the game. EXCEPTION: if a team loses an additional roster player for injury, illness or emergency after the completion of 5 innings of play, the team may elect to continue play with 10 players. However, the opposing team will NOT supply a catcher or defensive player. The injured player will be scratched from the line-up and NO out will be incurred when it was his turn to bat.
- b. If a team has only 8 players and receives 3 subs prior to the game and subsequently one of their subs is required to leave the game, the team MAY receive an injury sub.
- c. If a roster player leaves the game for other than injury, illness or emergency, leaving the team with only 7 roster players, the team would then be required to forfeit the game.
- d. If a roster player leaves the game for other than injury, illness or emergency and the team still has a minimum of 8 roster players remaining, the team may continue to play with 10 players. However, the opposing team will NOT provide a catcher or defensive player and the team will incur an out each time the absent player is scheduled to bat.
- e. No team will be allowed to play with less than 10 players under any circumstance.

D. SUBSTITUTES:

1. Substitute players will be selected to play when teams have between Eight (8) and ten (10) roster players. A team having only seven (7) players will forfeit.
2. Players may sign up as only a “Non Pitcher” substitute or “Pitcher Only” substitute. Players who sign up as anything other than a “Non Pitcher” or “Pitcher Only” substitute will not be considered as potential substitutes for that game, Players who sign up as a “Non Pitcher” substitute and picked to substitute as a “Non Pitcher” will NOT be allowed to pitch that game.
3. Any team needing a “Pitcher Only” sub, and none are available, may pick a “non Pitcher” sub (or a roster player) to pitch until a “Pitcher Only” sub is available. If a “Pitcher Only” sub becomes available, the team manager has the one time option of (a) selecting the “Pitcher Only” sub who will pitch the remainder of the game (the previously selected “non Pitcher sub will leave the game) or (b) not selecting the “Pitcher Only” sub and therefore keep the “non Pitcher” sub. In all cases, the sub will bat last in the lineup.
4. Substitutes need to be signed up 30 minutes prior to game time for the game in which they wish to substitute. (No subs will be allowed on the sub list after this time unless there are not enough to satisfy the number required). If the Board member on duty has the chance he may put a sub (not a late arriving team member) in the game to bring that team up to 11 players after the game has started.

5. Substitutes will be drawn 30 minutes prior to game time by the Board Member In-Charge (or other Board Member). Managers from all teams must be present at the designated area when substitutes are drawn for their game or for the opposing team requiring players. The Board Member In-Charge will then notify managers and scorekeepers of the substitute players.

Division 3 softball does not condone consumption of alcohol by a player prior to the game that he will play in. This includes a game day sub or injury sub. Team managers have the right to refuse to accept an injury sub or game day sub if he has consumed alcohol prior to the game.

6. Substitutes will be assigned to teams by a random drawing of numbered pills based on their category as follows:

P2: A player who is not assigned to a team. A player can only sign up as a P2 sub for 2 straight seasons. After the 2nd season, the player will be designated a P3 sub.

P3: A player who is assigned to a team and wishes to sub in a game his team is not involved in.

P4: A player who has already subbed that day.

Note 1: In the event a team is not scheduled to play or his game has been cancelled on any regular season game day (and does not have Announcing duty) roster payers on that team will be classified as P2's for subbing purposes.

Note 2: A player who is a Board Certified pitcher may sign up to sub as "Pitcher Only". If he is chosen to sub as a Pitcher, he MUST pitch the entire game unless he is removed due to an injury or ejection, or must leave due to an emergency. He CANNOT play any other position during that game.

Note 3: Substitute players refusing to play on a team or refusing to play where their manager assigns them with the exception of "Pitcher", will be barred from substituting for the remainder of that season.

7. Board Duty members will verify the level of players missing from each team and the level and priority of each sub using lists provided by the Board.

a. Subs will be assigned in order of playing fields beginning with field 1 visitors and will continue sequentially through the fields (i.e. field 1 home, field 2 visitors, field 2 home, etc.)

b. Draw a pill for each sub player where there are more than one at that same level and priority.

c. Allocate "A" subs in pill draw order to open "A" roster spots in the above dugout order for P2, P3 and P4 subs in that order (A for A).

d. Allocate "B" subs to any remaining open "A" roster spots in the same order (B for A). If a B player is required to sub for an A player, the manager may choose the B player he wishes from the list of B subs prior to drawing pills for B subs.

e. Allocate remaining "B" subs to remaining "B" roster spots in the same order (B for B).

f. Allocate "C" subs to any remaining open "B" roster spots in the same order (C for B). If a C player is required to sub for an B player, the manager may choose the C player he wishes from the list of C subs prior to drawing pills for C subs.

g. Allocate remaining "C" subs to remaining "C" roster spots in the same order. (C for C)

h. All teams will play with 11 players, unless there are not enough subs available.

i. No "A" player will replace a "B" or "C"

j. No "B" player will replace a "C"

k. No "C" player will replace an "A" .

8. A player may only substitute once a day unless there are not enough substitutes to fill needs. Substitutes must bat after roster members of the team, in the order picked (Exception: A substitute Pitcher will bat before any other substitute players on that team).

9. Prior to the start of the season, each manager will designate one (1) player as their pitcher for the season. If during the season the designated pitcher is not present at a game, managers may approach Board certified pitchers of the same or lesser rating as the pitcher they are replacing to sign up as pitching substitutes only. (both roster pitchers and sub pitchers). If a manager has contacted all roster pitchers and sub pitchers and had no success recruiting a pitcher at the same rating, he must contact the Board member in charge of pitcher recruitment. The Board member will then allow him to go up one level in rating to secure a pitcher. This is done on a game by game basis. If the pitcher that has agreed to pitch for a team does not show up prior to the selection of subs (30 minutes before game time) he will be governed by Rule C; Lineups, paragraph #3.

10. If a player becomes ill or injured, is ejected, or must leave due to an emergency (not a scheduled appointment), a substitute will be chosen from the injury substitute list. Once the manager of the team needing the substitute notifies the Home Plate Umpire that a substitute is needed, it becomes official and the next player of same level from the injury substitute list is in the lineup. If there are no subs on the injury list, the Board member in charge will make an announcement asking for a sub of the same ranking as the injured player. If this injury substitute is picked to play the following game, he will do so under the guidelines listed below (see paragraph 13). If no one on the substitute list is available, a substitute will be chosen from players available. If a sub is injured, ill or ejected or must leave due to an emergency, he will be replaced by a player with the same rating as the player he was subbing for. The substitute player inherits the runner stats for the player he is subbing for. The substitution will be made by the on-duty Board member.

11. After substitutes have been drawn and assigned to a team, the manager will not be able to remove the substitute to add a player that has shown up late.

12. No substitute will be allowed for a player who leaves the game for reasons other than an emergency (not a scheduled appointment), injury or ejection. When that player's turn to bat comes up, the team will be charged with an out.

13. If there are not enough available substitutes (see paragraph 7. above), an announcement will be made over the PA soliciting additional substitutes.

These substitutes (roster player or injury sub) may play on any field. However, they will be removed and replaced by the Board Member In-Charge (or acting Board Member) when their scheduled game is to begin. The replacement is final and will take place when the substitute player is in the dugout. Managers must be aware of this stipulation prior to the substitute player being assigned their game.

14. If adequate subs are available for all missing players, they will be assigned by priority of teams as per Paragraph 7, above.

15. If there are not adequate subs available, subs will be assigned as needed to bring all teams to a minimum of 10 players. In the case where a team is required to play with 10 players due to inadequate amount of subs available, the opposing team will provide a catcher for the shorted team. We would hope that in this case the supplying manager and player would have the integrity to give his best effort of play for the opposing team.

16. During the division tournament, substitution procedures will be the same as during the regular season, except nonplaying roster players will have priority over sub only players.

E. REPLACEMENT PLAYERS:

1. When a substitute player wishes to become a roster player, he will declare such to the current Board Member in charge of Replacement Players. The Board Member in charge of Replacement Players will keep track of all such declarations by name, skill category (A/B/C), Pitcher Only/Non-Pitcher positions, and date of declaration.

2. The Board Member in charge of Replacement Players will not divulge the names of players on the Replacement List (except as stated below)

3. When a team needs a player to replace one that can no longer play prior to the start of the season ending tournament, the Manager will contact the Board Member in Charge of Replacement Players and state his requirement(s). For skill categories A and B (excluding Pitchers) the player(s) who has been on the Replacement List the longest (by date) will be offered to, and MUST be accepted by, the Manager. Note: if no replacement player is available and the original player returns and can play, he may rejoin his team until a replacement player is available. When the replacement player is available, the original player is removed from the team immediately and put on the sub list but not put on the replacement list, and the replacement player is added to the roster. The Board Member in Charge of Replacement Players will NOT answer any questions from Managers. Managers MUST refrain from asking players to add their names to the Replacement List.

4. When an A or B Pitcher is required by a Manager, an available Pitcher on the Replacement List (who selected Pitcher as their first or second choice on their application) will be placed on that team from the Replacement List in that skill category (A or B list) and in the order they reside on the list. If there are no Pitchers available in the skill category required, the Manager can go down "one level" to obtain a pitcher. When an A or B Player is required by a Manager and no player is available in that skill category (A or B list), the Manager can go down "one level" to obtain a player.

5. When a Manager requires a C Player (Pitcher or non-Pitcher), ALL available C players on the Replacement List will be offered to the Manager. The Manager will choose the C player that he wants within 48 hours of receipt of the C player replacement list. If the Manager fails to make a selection within the allotted time period, he will be assigned the player who has been on the Replacement List the longest.

Accordingly, the replacement player chosen or assigned to a team will have a time period of 2 play dates to join that team. If this doesn't occur, said player will be removed from the list. The Manager will then be given a choice of the remaining players and repeat the process again.

6. When a Manager requires a "Non-Pitcher" Replacement player, he will only be offered "non-pitchers" (of the skill category required) from the Replacement List.

7. When a replacement player has been assigned to a team, the name of the replacement player will be provided to all board members and managers by e-mail in a timely manner. NOTE** When a player is placed on a team from the Replacement List, he will be governed by the 70% rule for the remainder of the games for that season. Ex. 10 games left he could only miss 3 games, 4th game out.

III GAME RULES

1. Double Bag rule - BATTER-RUNNER REACHING FIRST BASE. Each batter must reach first base without the aid of a courtesy runner. A double bag shall be used at first base, the double portion of the bag being in foul territory abutting first base. If there is a “Legitimate and Realistic” play on a batter-runner going to first base, the batter-runner must touch only the Orange Bag extending into foul territory. (This is completely umpire judgement) His touch of the White Bag or BOTH Bags will result in being called out, except in the umpire's judgment, the batter-runner is avoiding a collision. This is NOT an appeal play. Important: The defending player has only the white base, in fair territory, to make the putout; his touch of only the bag in foul territory, or both bags simultaneously (umpire judgment), during the put-out at first base, will not result in an out. After making the put-out at first base, any subsequent touch of the Orange bag by the defensive player will NOT result in the batter-runner being called safe. After the batter-runner becomes a base runner, the defensive player may use either portion of the double base to record a put out. The base runner is allowed to utilize either the white bag OR the orange bag, or both, while on 1st base. The practical effect is that the two bases are ‘merged’ for both offensive and defensive purposes once the batter runner becomes solely a base runner.
2. A runner advancing to HOME will be called out if he touches or crosses over any portion of the batting platform.
3. A runner may leave his base only when a pitched ball is batted, the batter swings or the ball crosses the plate. A runner leaving the base too soon can be called out.
4. 4. There are no rundowns for the sake of safety. A rundown is started when the ball is fielded ahead of a runner (“Fielded” is either a batted ball or a ball thrown by a defensive player making a play on a base runner). **A runner is only allowed to reverse his direction one time when a play is being made on him while advancing to the next base. The runner does not have to go back and re-touch the base that he was returning to if the ball is overthrown on a subsequent play, he may turn and proceed to the next base.**
5. Each team is responsible for keeping its dugout gates closed during play. If the team at bat leaves its dugout gate open and a live ball goes into the dugout, there will be no runner advancement awarded.
6. Sliding or diving into any base or scoring plate is not permitted and such players will be called out. Players may slide or dive when returning to any base including the scoring plate.
7. Runners shall be called out for contact with a defensive player if, in the umpire’s judgment, the contact was deliberate or if the runner could have reasonably avoided contact and failed to do so. If a runner interferes with a defensive player making a subsequent play, the runner closest to home will be called out. If the umpire rules deliberate contact on the part of the defensive player, the runner shall be called safe. **Defenders no longer can block a base legally while waiting on a throw to arrive. Now, to avoid being called for obstruction for impeding a runner legally running the bases, a defender must have possession of the ball or be in the act of fielding a batted ball.**
8. Players are not permitted to over-run second and third base without being in jeopardy of being called out. A player may over-run first base unless the base runner attempts to advance to second base. A runner who overruns any base when returning to it is liable to be put out. **(No tag of the runner is necessary. The runner is out if the fielder is in contact with the bag.)** A base runner may slide or dive when returning to any base.
9. Once a runner’s foot touches the ground on or past the commitment line, the runner is committed to advancing to the scoring plate. A runner will be called out if he re-crosses the commitment line and the ball remains live.

10. A tag of the runner by a defensive player is not allowed between the commitment line and the scoring plate. The runner will be called safe and the ball remains live.

11. Runner Rule:

Players (including subs) will no longer have to declare that they need a runner before the gm starts. Any player can get a runner at any time and at any base with that runner having the right to refuse a runner when his manager wants to send in a courtesy runner.

A player can be a courtesy runner twice a game and once an inning. A runner may not run for a player if he was replaced with a runner earlier in the inning.

If a courtesy runner is on base when it is his turn to bat, he will be called out on that base and if it is not the last out, he will then have his turn at bat. If it is the last out, he will be the lead off batter the next inning.

A runner cannot be replaced once he has taken possession of the base (unless for an injury to which the runner must leave the game.).

If all players have been used as a courtesy runner, then no courtesy runner will be allowed and all players will have to run for themselves.

When in extra innings and the international runner rule is in effect, the batter who made the last out in the previous inning must start at 2nd base and advance one base before a courtesy runner can be put in for that player.

12. Infield warm-ups are allowed while the pitcher is warming up. Once the umpire calls "ball in" all warm-ups must stop.

13. Teams are limited to five (5) runs per inning except in the 7th or later innings of the game, in which a team can score an unlimited number of runs. A team behind by more than five runs in any inning prior to the 7th inning, can score "Five runs Plus 1" run in an effort to catch up.

14. All runners on base that are forced to the next base as a result of the hit or walk that enabled the fifth, plus 1 or tying run, must reach the next base. Then time may be called and the run counted.

15. When the score is tied after seven innings, teams start each inning with a runner on second base. That base runner is the last player at bat from the previous inning.

16. If a team is leading by 15 or more runs after the 5th inning (4 and a half innings if the home team is ahead), the game will be considered complete. If the Visiting team is ahead by 15 or more runs after the 5th inning, the Home Team must bat in the bottom of the inning.

IV. DEFINITIONS:

1. LEGAL PITCH: The height of a legal pitch must be from six feet to twelve feet above the playing surface.

2. LEGAL STRIKE: Legal pitches striking any part of the home plate or the strike zone mat shall be strikes.

3. INFIELD The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

4. **INFIELD FLY** A fair fly ball (not including a line drive) that can be caught by any fielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. Any fielder can catch an infield fly. **NOTE:** When it becomes apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "infield fly - batter is out", to aid the runners. If the ball is near the foul lines, the umpire shall declare, "infield fly - if fair". The ball is live and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball. Failure of the umpire to call "infield fly," does not negate the infield fly. If the error is discovered prior to the next pitch, the infield fly rule may still be called. In this case the batter is ruled out on the Infield Fly and all runners that reached another base without being put out are safe. (runners may advance at their own risk).

5. **PITCHING SCREEN:** The following rules apply:

a. Pitchers may use a protective screen. The team using the screen is responsible for the placement and removal of the screen.

b. The screen will directly face home plate within one to three feet in front of the pitching box. If a pitcher chooses to use the full depth of the ten foot pitchers box, then the screen must be positioned in the one to three foot limits of where he chooses to pitch.

c. The screen may be positioned anywhere from the outer left side of the pitching rubber for a right-handed pitcher to the outer right side of the pitching rubber for a left-handed pitcher. These lines are extended to the rear of the pitchers box should the pitcher want to pitch further back in the pitchers box.

d. The screen must be placed to the left of a right-handed pitcher, and to the right of a left-handed pitcher to maximize the pitcher's safety.

e. Any batted ball striking any portion of the screen as observed by the umpire will be declared a dead ball, no pitch. All rules governing a dead ball no pitch will apply. All thrown balls hitting the screen are alive and play continues.

f. Any pitch delivered with the screen not in a legal position will be declared "Illegal Pitch" (Ball). If a pitcher refuses to place the screen in the correct position, the umpire will notify the player's manager and remove the pitcher from pitching.

g. If a pitcher chooses to use a screen then he **MUST** step "completely" behind the screen by the time each pitched ball reaches the plate. Failure to do so will result in the umpire calling each pitched ball an "Illegal Pitch" (Ball).

h. A pitcher is ineligible to field any hard driven ball that is hit up the middle (umpire judgment). Penalty for doing so will be a "dead ball single" for the batter and all runners will advance one base. A pitcher will be allowed to field a slow rolling grounder or pop-up with no penalty (umpire judgment).

6. **ILLEGALLY BATTED BALL:** Conform to SSUSA rule. An illegally batted ball occurs when the batter hits the ball fair or foul and:

A. The entire foot is completely outside the lines of the batter's box and on the ground.

B. Any part of the foot is touching the strike zone mat.

C. An illegal or altered bat is used.

7. **CATCH:** A catch is valid when the fielder holds the ball long enough to prove he has complete control of it and that his release of the ball is voluntary and intentional. If a player drops the ball after reaching into his glove to remove it or while in the act of throwing, it is a valid catch. It is **NOT** a catch if, immediately after fielding the ball, the player falls down, or collides with another player or fence, and drops the ball as a result of the fall or collision. A ball, which strikes anything other than a defensive player while it is in flight is ruled the same as if it had struck the ground.

8. **OBSTRUCTION:** A fielder, not in possession of the ball, not in the act of fielding a batted ball, or about to receive a thrown ball, who impedes the progress of a runner.

9. **INTERFERENCE:** Interference is when a player or manager interferes, impedes, or confuses a defensive player attempting to make a play. Interference may be physical or verbal. Violation of this rule will result in an "out" applied to the person the defensive player was attempting to make a play on.

10. **APPEAL PLAY:**

A. A play in which an umpire may not make a decision until requested.

The appeal must be made before the next pitch or before the

defensive players have left fair territory. On the last play of the game, an appeal can be made until the umpires leave the field.

B. Types of appeals:

1. Missing a base
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.

11. EJECTION: The result of an incident requiring the removal of a player from the game by the umpire. The incident will require the player or coach to leave that field and the bleacher fence surrounding that field but the ejected player may stay inside the complex at other fields.

Any ejected player discovered participating constitutes a forfeit and will be subject to further review by the Recreation Department.

12. TIME OUT: "Time Out" is only called by the Umpire when the ball is held by a player in the infield area, and in the Umpire's judgment, ALL play has ceased. The umpire may call time out at anytime when there is an injury on the field, or for any reason deemed necessary to insure safety of the players. The umpire's decision to call time out is final, and play is considered dead once time out is called.

13. ANNOUNCERS: On the occasion when there is an odd number teams in a season schedule, teams will receive a "Bye Day". On the team's "Bye Day", that team will be required to announce all games. Each manager will provide their team's Announcer schedule to the duty desk one week prior to their team's bye day. If a player is scheduled, but refuses or does not show up for their duty to Announce, he will be considered absent, and will be given a One Game Suspension for their next scheduled game. This rule will also pertain when an even number of teams in the season schedule requires the Manager to assign individual team members to announce games. It is that team member's responsibility to announce his assigned game. The team member's failure to do so will result in a suspension of their next scheduled game. There will be no exceptions.

14. BATTING POSITION

A. The batter must have at least some portion of both feet on or inside of the batter's box at the start of the pitch. A batter who steps out of the batter's box or steps on the strike mat at any time during the pitch and then hits the ball, fair or foul, shall be called out. Steps out means touching the ground completely outside of the batter's box. The batter's box is the entire platform for the enforcement of this rule. Off the platform is "out of the box". The batter's box will use the inner lines. If you step completely over them and hit the ball, you are out.

B. The batter must take his position within ten 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. EFFECT: The ball is dead, the batter is out and the runners may not advance.

15. RUNNER HIT BY BATTED BALL:

1) If the runner is hit by a fair batted ball while on the base and before it passes the nearest infielder (**excluding the pitcher**) it is a dead ball and the batter-runner is awarded first base without liability to be put out and all runners advance one base only if forced.

2) If the runner is hit with a fair batted ball while on the base after it passes the nearest infieder (**excluding the pitcher**) it is a live ball. (this part would only happen if the infield was playing way in to try to stop a run from 3rd base)

3) If a runner is hit by a fair batted ball while off the base and before it passes aninfielder (excluding the pitcher), the ball is dead and the hit runner is declared OUT. The batter-runner is awarded first base without liability to be put out and all runners advance one base only if forced.

4) If the runner is hit by a fair batted ball while off the base and after it passes an infielder (excluding the pitcher) it is a live ball. (this would be if a runner was running behind an infielder who misses or boots the ball) NO OUT.

Exception: A fair batted ball that deflects off a pitcher's glove, equipment, or body and then strikes a base runner, is a live ball and the base runner is NOT out due to the deflection.

V. UMPIRES:

1. Umpires are responsible for maintaining a proper demeanor and treating players with respect.
2. Only the team manager may express disagreement with an umpire's decision. Players will not engage in disputes or, in any way, badger umpires. Verbal abuse, any threat or act of physical aggression toward an umpire will result in ejection of a player and possible suspension. A player's ejection will bring disciplinary action, as described above.
3. Use of profanity by a player may result in ejection from the game, and subsequent suspension. Use of profanity by an umpire may result in suspension of the umpire. Umpires must always act in a professional manner. Umpires are reminded that they must complete the Umpire Incident Report Form with copies to The Villages Recreation Department, the Division Board and player's manager.
4. Umpires may eject any player smoking on the playing field or in the dugout, and anyone who throws equipment in a display of anger. Umpires must order any pet to be removed from the dugouts during the game.

THERE ARE NO PROTESTS. All decisions by the umpires are final.