

Capital District Senior Softball

Falzo Division Rules

Revised – 4/23/2024

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1. PREAMBLE

Conduct

Our league is founded on good sportsmanship. Abuse of umpires, other players and spectators will not be tolerated. In general, use of bad language or inappropriate physical action may lead to suspension of playing rights.

Discipline

1. Crashing into fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected.
2. Any player or manager being ejected from a game will also be suspended for an additional game.
3. Any player or manager harassing an umpire will be subject to being ejected from that game plus an additional game suspension.
4. Any ejections will be reported to the League President. Ejections may be reviewed by a committee to determine if additional penalties are warranted.

Protests

Only managers will be allowed to discuss calls with umpires. If it is a judgment call, no protest is allowed. Only what a manager considers a misinterpretation of the rules is a valid cause for a protest. The protest must be given to the plate umpire by the protesting manager before the next pitch is thrown. Umpires will report the protest to the UIC who in turn will determine whether a hearing is necessary to resolve the issue

2. RULES

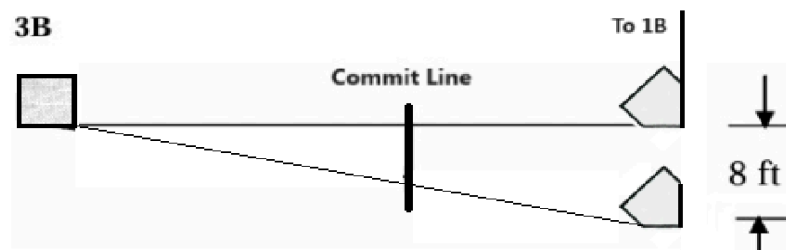
Rule I: Introduction

Our rules are a mixture of ASA/USA Official Softball Playing Rules and League Specific rules.

Any situations not covered by our rules will be governed by the ASA/USA Rules with the Modified Pitch option.

Rule II: The Playing Field

1. The official playing fields shall be those designated by the league.
2. The home team is responsible for having the field ready to play.
3. Pitching distance is 46 feet.
4. Length of bases is 60 feet.
5. To get the field ready, the following must be done:
 - a. Fields have to be lined.
 - b. A commit line shall be drawn perpendicular to the baseline halfway between third base and home plate.
 - c. Any excess water or loose stones must be removed and the field raked.
 - d. Double first base, if not already installed, must be installed and the single first base, if originally installed, is placed off the field.
 - e. A second home plate shall be placed eight feet from the regular



home plate on a line parallel to the first base foul line as shown in the following diagram:

6. After the 11AM game, the home team is responsible for returning the second home plate and tools to the shed.

7. After the 11AM game, both teams are responsible for cleanup of any debris or garbage left in their respective dugouts.

Rule III: Equipment

1. The official softball used for league play will be determined and provided by the league.
 - Currently: ASA/USA .52 COR / 300 COMP ball
2. The pitcher and catcher must wear an appropriate mask.
3. Helmets are not required.
4. Metal cleats are not allowed. A player found to be wearing metal cleats must remove them immediately or be ejected from the game.
5. The league will provide each player with his team's shirt. Players must wear the shirts provided by the league.
6. Players have the option of wearing hats but will have to be a team hat, if worn.
7. All equipment is to be off the field during play.
8. Legal bats as per ASA/USA rules will be used. Any violation will result in the removal of that bat and game ejection of the player using that illegal bat.

Rule IV: Players and Substitutes

1. A team must have a minimum of 9 players including substitutes to start the game, or the game is forfeited. There is a 15 minute grace period.
 - a. Each team can add substitutes to bring the team up to 11 players, but each substitute must be rated at or lower than the player being substituted for.
 - b. A substitute player only needs opposing managerial approval if the substituting player has a higher rating than the player being substituted for.

- c. Teams can pick up a 9th player without managerial approval to prevent a forfeit.
 - d. Substitute players must be removed if other roster players show up to play and that results in a full roster.
 - e. Substitute players cannot be added after the start of the game unless:
 - i. replacing a substitute or roster player and then only to bring the number of players to 9.
 - ii. replacing a player injured during the game that will prevent him from continuing. The substitute must be approved by the opposing manager.
 - iii. An injured player may remain in the game at his discretion.
 - f. No more than 3 substitute players can be used by any team during a playoff game.
2. Maximum number of players in the field is 11.
 3. Late arriving players will be given adequate time to warm up and must be placed at the bottom of the batting order and are in the game when the team manager informs the opposing team manager and the home plate umpire.
 4. To help speed up the game, the on deck batter backs up the catcher on out of play balls.
 5. The last batter of the previous inning is designated as the courtesy runner, if needed. In the first inning, the runner will be the last player in the batting order.
 - a. Best practices:
 - i. Have the designated courtesy runner coach first base at the start of the inning.
 - b. Work backwards in the batting order for an additional courtesy runner.
 - i. Pitchers and Catchers can have a courtesy runner at any time.
 - ii. Being slow is not a reason for getting a courtesy runner.
 6. Each player must play a minimum of 4 innings in a full length game.
 7. If a player leaves the game he will be dropped from the batting order. An automatic out will NOT be recorded when his spot in the batting order comes up. Players can return to the game, but must return to their original position in the batting order. Re-entry is unlimited at any defensive position.

8. Each division will need to provide their guidelines to the umpire(s) to entertain any complaint about an illegal substitution. The umpire(s) will decide the legality of that substitution based on the guidelines provided.
9. A player who misses two consecutive games and has failed to notify his manager will be subject to dismissal.
10. A player can be replaced on the Team roster in the event of long term injury or player dropping out of the league.
 - a. A Team should bring a roster up to 11 players whether on a temporary or permanent basis as long as there is a substitute player with the proper rating. The manager has the option to not add a player if the substitute player is rated lower than the replaced player.

Rule V: The Game

1. The fitness of the ground to start a game shall be decided by the team managers and groundskeeper on the day of the game. Ruling will be based on the majority choice.
2. Batting practice shall take place prior to the game, time permitting. Alternating players from each team will do it. Each batter will be allowed three swings as time permits. All players must be off the field five minutes prior to game time without exception.
3. Length of games is normally 7 innings but managers can agree to shorten the game based on weather or daylight concerns.
4. Saturday early games start at 9AM with no time limit.
5. Late game starts at 11AM.
6. Each team is limited in the number of runs which can be scored, other than the final inning of regulation, or extra innings.
 - Both teams can score 7 runs during an inning.
 - The play automatically ends when the 7th run scores.
 - Exception: If an over the fence home run (or ground rule double) occurs before the run limit is reached, all runs as result of the hit count.
 - No catch up rule

7. A game shall be official if five or more complete innings have been played, or if the home team has scored more runs in four or more innings than the visiting team has scored in five or more innings. If game is called before it's official, game is picked up from that point at a later date. Playoff games must be played to conclusion and resumed at a later date if necessary.

8. In the case of a tie between teams at the end of the regular season, the tie break shall be decided in the following order:

1. Best cumulative record head to head against the team(s) involved; then
2. Best record head to head of the last 3 games against the team(s) involved.

Rule VI: Pitching Regulations

1. Situations covered by these rules will be enforced, even if different from the ASA modified pitching rules.

2. All pitchers must be approved by the managerial pitching committee consisting of all the team's managers.

3. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

4. The pitcher must not use a windmill or slingshot delivery.

5. In the delivery of the pitch, the hand must be below the hip and the wrist not farther from the body than the elbow.

6. The pitch shall be delivered on the throwing arm side of the body and not behind or through the legs.

7. Pitcher must be set with both feet in contact with the pitching rubber and must take a step forward, towards the batter, within the 24-inch length of the pitcher's plate.

8. Shoulders and driving hip must be square to home plate when the ball is released.

9. The release must be on the first forward swing of the pitching arm past the hip and have a complete, smooth follow through with no abrupt stop of the arm near the hip.

10. Pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".

11. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory except the catcher who must be behind the plate.

12. Any infraction of 1-11 is an illegal pitch and it will be called a ball. If a batter hits an illegal pitch, the offensive team has the option of either taking the play or having the pitch called a ball.

13. If the ball slips out of the pitcher's hand during the delivery, a ball is declared on the batter.

14. A pitcher who throws illegal pitches can result in a review of that pitcher by the managerial committee consisting of all the Division managers.

15. No more than 3 warm up pitches allowed. 1st inning allow a maximum of 5 pitches.

Rule VII: Batting

1. If the batter has two strikes and hits a foul ball he is not out unless the ball is a caught fly ball.
2. If the batter swings at a pitch and misses, but the ball touches the batter, especially his hands or wrist, or the ball is hit on the follow through, it is a dead ball strike and if third strike, batter is out.
3. If the batter doesn't take the batter's position within 10 seconds after being directed by the umpire, a strike is called on the batter.
4. The strike zone is defined as from the armpits to the top of the knees. The pitch is not a strike if it passes through any part of the top or bottom of the strike zone, including hitting the plate, and the batter doesn't swing.

5. If a legally pitched ball hits the batter in the strike zone, it's a dead ball strike and if third strike, batter is out.
6. Bunting is not allowed. If a batter bunts the ball he is out and the ball is dead. It is not a bunt if no contact is made. If a player bunts at a ball and no contact is made, a strike is called but he is not out unless it is the third strike.
7. A batter may not run on a dropped third strike. He is out.
8. On an over the fence home run, it is the batters option to run the bases. This option also applies to runners on base at the time the home run was hit. Should the batter and/or runners decide to circle the bases, they are released from the liability to touch each base and the alternate home plate.
9. Batting out of order. Appeal play only. Example: A is scheduled to bat and B bats:
 - a. While B is batting, and the error is discovered, A comes to bat and A assumes the existing ball/strike count.
 - b. After B completes the turn at bat and the defensive team appeals before the next pitch. A is called out, all scores and advances are nullified, all outs that occur stand and the batter following A in the lineup comes to bat. If B is the batter following A in the lineup, B's turn at bat is skipped and the batter following B in the lineup bats.
 - c. If the defensive team appeals after B bats and the pitcher delivers a pitch to the next batter, the appeal is not valid. Play continues and those scheduled to bat between A and B miss their turn.
10. If a batter forcefully throws his bat, it's a dead ball and the batter is out. If, in the estimation of the umpire, it was an intentional act, the player is ejected from the game and subject to disciplinary action by the league.
11. If the pitcher desires to walk the batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.

12. Obstruction (on a batter): Definition: A DEFENSIVE TEAM'S MEMBER WHO HINDERS OR IMPEDES A BATTER STRIKING AT OR HITTING A PITCHED BALL.

- a. In the event of batter obstruction, the umpire immediately calls a delayed dead ball and
- b. The offensive team has the option of taking the results of the play or having the pitch called a ball.

Rule VIII: Batter-runner and Runner

NOTE: Base running is a Safety area that can cause confusion, arguments and potential injury.

1. Basic League Rule - Runners are not allowed to crash into any fielder that, in the umpire's judgment, they can avoid.
 - a. In that event, the runner is out.
 - b. Ball is dead and
 - c. If the act is determined to be flagrant, the offender is ejected and subject to additional disciplinary action.

Safety Tip: To reduce the chance of injury, infielders should avoid crossing into the path of approaching baserunners.

2. Interference:

Definition: 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.

- a. If interference occurs without the possibility of completing a double play by a runner on base, the interfering runner is out, the ball is immediately dead and the batter-runner is awarded first base.
- b. If a batter-runner retreats toward home plate to avoid being tagged, that is interference. For any interference by the batter-runner, the ball is dead, the batter-runner is out and other runners, if any, return to the base last touched at the time of the interference.

- c. If a runner interferes with the attempt of a double play by the defense, the ball is dead and both the offending runner and the runner closest to home are declared out.
3. Obstruction (on a base runner):
Definition: A FIELDER IMPEDING THE PROGRESS OF A RUNNER OR BATTER RUNNER WHEN THAT FIELDER IS NOT IN POSSESSION OF THE BALL NOR IN THE ACT OF FIELDING THE BALL INCLUDING FAKE TAGS. CONTACT IS NOT NECESSARY TO IMPEDE A RUNNER'S PROGRESS.
 - a. In the event of base runner obstruction, the umpire immediately calls a delayed dead ball (DDB).
 - b. If the defensive team tags or forces the obstructed runner within the area of protection, the ball is dead and the runner is awarded the base that in the umpires judgment, would have been the base entitled to if the obstruction didn't occur.
 - c. If the runner goes past that point, the ball is live and the runner is at risk to be put out.
4. The ball is dead if a pitch is not hit by the batter. Stealing is not permitted.
5. A runner may not leave the base to which he is entitled, until the ball is hit or passes the batter. If a runner leaves before that, it is a dead ball and the runner is declared out.
6. The runner is out when running to any base in regular or reverse order and the runner runs more than three feet from the base path (see definition) to avoid being touched by the ball in the hand(s) of a fielder. The ball remains live.
7. Base path:
Definition: A LINE DIRECTLY BETWEEN A BASE AND THE RUNNER'S POSITION AT THE TIME A DEFENSIVE PLAYER IS ATTEMPTING TO TAG THAT RUNNER. DIFFERENT FROM THE BASELINE WHICH IS AN IMAGINARY LINE DIRECTLY BETWEEN BASES.

8. If batter-runner runs outside of the 3 foot lane he is entitled to, to avoid a tag, it's a live ball and the batter-runner is automatically out. The 3 foot lane is from the 1st base foul line to 3 feet in foul territory starting from halfway between home plate and 1st base and ends at the back edge of 1st base.
9. If a runner passes another runner, the passing runner is automatically out and the ball remains live.
10. If more than one runner on a base, the base belongs to the lead runner unless he is forced to go to the next base.
11. If a batted ball hits the runner, and the runner is off the base, the runner is out;
 - a. if the ball didn't pass any fielder other than the pitcher.
 - b. if the ball passed a fielder without being touched and there is another fielder capable of making a play.In both cases, ball is dead and the batter-runner is awarded 1st base.
12. If a batted ball hits the runner, and the runner is off the base, the runner is not out;
 - a. if the ball passed a fielder other than the pitcher and there was no other fielder capable of making a play.
 - b. if a fielder, including the pitcher, touched the ball before hitting the runner.In both cases, ball is live.
13. If the runner is on the base when hit, the runner is not out.
 - a. Ball is dead if in the umpire's judgment a fielder had a chance to make a play
 - b. The batter-runner is awarded 1st base and all runners forced, advance one base.
 - c. If no fielder had a play, again in the umpire's judgment, the ball is live.

14. If ball hits the umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner awarded 1st base and all runners forced, advance one base.
15. If ball hits umpire after passing a fielder other than the pitcher and no other fielder could make a play, ball is live.
16. A fielder must tag a runner to execute an out other than a force out. A force out requires the fielder to touch the base where the runner is forced.
17. No overrunning of bases is allowed. Runner has the option of sliding to avoid crashing into the fielder.
18. Sliding or diving is permitted.
19. A runner can legally tag up when the fielder touches a ball that is eventually caught by that fielder or another fielder.
20. Infield fly rule: An infield fly is only in effect on a fair fly ball, not including line drives, and can only be called if there are fewer than 2 outs and either 1st and 2nd occupied or bases loaded.

The infield fly should not be called until the ball is descending so it can be reasonably determined that the ball is easily catchable by an infielder, pitcher or catcher.

21. When a fielder, in the umpire's judgment, intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort, with bases loaded, runner on first, runners on first or second or runners on first and third, with fewer than two outs, the ball is dead, batter-runner is out and all runners 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.

22. Dead ball area is over the fences in foul territory or in the openings by both dugouts. If ball is thrown into dead ball area, runners get two bases from the last base occupied at the time of the throw.
23. When a fair batted ball goes into dead ball territory, two bases for runners at time of pitch.
24. A fair batted ball that bounces over the fence, gets lodged in the fence, or goes under the fence is a ground rule double. Runners advance two bases from time of pitch. Outfielder will signal by waving.
25. A fair batted ball that deflects off a fielder before hitting the ground, and goes over the outfield fence in fair territory is a home run. If it goes over the fence in foul territory, it's a double.
26. If a fielder throws glove at batted ball and makes contact, three bases for runners at time of pitch. Ball remains live. If batted ball would have cleared fence – FOUR BASE AWARD.
27. If fielder throws glove at a thrown ball and makes contact, two bases for runners at time of throw. Ball remains live.
28. A double first base will be used. If there is a play at 1st base, the batter-runner must use the orange portion or else he is out on appeal, while the defensive player must use just the white portion. Appeal must be made to the umpire before the runner returns to 1st base.
 - a. Runner on 1st base must return to white portion of base.
 - b. If there is no play at first base, the batter-runner is allowed to touch either base when rounding.
29. A runner attempting to score a run must touch the Alternate Home Plate before the defensive player touches the Original Home Plate while in possession of the ball. Only if the ball is caught by a fielder touching the regular home plate before the runner reaches the alternate home plate is the runner out. Tagging the runner in this situation is not allowed.
30. If the runner touches the regular home plate instead of the alternate home plate, he is automatically out and the ball is live.

31. If the runner crosses the commit line, he is forced to go home. Out must be made at home plate, no tagging allowed. If he turns and goes over the commit line back to third base, the ball remains live but the runner is automatically out unless the umpire rules obstruction. Touching the line is sufficient to going over it.
32. If the runner does not touch the alternate home plate to avoid a collision, obstruction is ruled and the runner is declared safe.
33. An unfinished play, wherein both the runner and defensive player failed to complete the play, becomes an appeal play until such time that the next pitch is delivered or the defensive team leaves the field.

Updated Rules for Falzo Division 2024

NOTEs are added for information purposes.

Conduct

NOTE: Conduct and Discipline are listed here for emphasis. Minor changes to the Rule.

Our league is founded on good sportsmanship. Abuse of umpires, other players and spectators will not be tolerated. In general, use of bad language or inappropriate physical action may lead to suspension of playing rights.

Discipline

1. Crashing into fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected.
2. Any player or manager being ejected from a game will also be suspended for an additional game.
3. Any player or manager harassing an umpire will be subject to being ejected from that game plus an additional game suspension.
4. Any ejections will be reported to the League President. Ejections may be reviewed by a committee to determine if additional penalties are warranted.

Courtesy Runner

NOTE: Courtesy Runners are primarily to be used to assist players that are recovering from injuries and not at their 100% yet.

1. The last batter of the previous inning is designated as the courtesy runner, if needed. In the first inning, the runner will be the last player in the batting order.
 - a. Best practices:
 - i. Have the designated courtesy runner coach first base at the start of the inning.
 - b. Work backwards in the batting order for an additional courtesy runner.
 - i. Pitchers and Catchers can have a courtesy runner at any time.
 - ii. Being slow is not a reason for getting a courtesy runner.

Rule III: Equipment

1. The official softball used for league play will be determined and provided by the league.
 - Currently: ASA/USA .52 COR / 300 COMP ball
2. The pitcher and catcher must wear an appropriate mask.

Substitute Players

NOTE: Language was updated to reduce confusion.

- a. Substitute players must be removed if other roster players show up to play and that results in a full roster.
- b. Substitute players cannot be added after the start of the game unless:
 - i. replacing a substitute or roster player and then only to bring the number of players to 9.
 - ii. replacing a player injured during the game that will prevent him from continuing. The substitute must be approved by the opposing manager.
 - iii. An injured player may remain in the game at his discretion.

7 Run Rule

NOTE: This has been the practice over the past year.

6. Each team is limited in the number of runs which can be scored, other than the final inning of regulation, or extra innings.
 - Both teams can score 7 runs during an inning.
 - The play automatically ends when the 7th run scores.
 - Exception: If an over the fence home run (or ground rule double) occurs before the run limit is reached, all runs as result of the hit count.
 - No catch up rule

End of Season Tie Break

NOTE: This simplifies the playoff process.

8. In the case of a tie between teams at the end of the regular season, the tie break shall be decided in the following order:
 1. Best cumulative record head to head against the team(s) involved; then
 2. Best record head to head of the last 3 games against the team(s) involved.

Pitching Rules

NOTE: The pitching rules have not changed. They follow USA/ASA rules for Modified Pitch leagues. The following rules will be a point of emphasis with our umpires.

7. Pitcher must be set with both feet in contact with the pitching rubber and must take a step forward, towards the batter, within the 24-inch length of the pitcher's plate.

9. The release must be on the first forward swing of the pitching arm past the hip and have a complete, smooth follow through with no abrupt stop of the arm near the hip.

12. Any infraction of 1-11 is an illegal pitch and it will be called a ball. If a batter hits an illegal pitch, the offensive team has the option of either taking the play or having the pitch called a ball.

14. A pitcher who throws illegal pitches can result in a review of that pitcher by the managerial committee consisting of all the Division managers.

Rule VIII: Batter-runner and Runner

NOTE: Base running is a Safety area that can cause confusion, arguments and potential injury. We added a Safety Tip for reducing injuries to fielders.

Extra NOTE: If you are crossing the street, are you going to step in front of a moving car, just because they are supposed to yield the Right-of-Way??

1. Basic League Rule - Runners are not allowed to crash into any fielder that, in the umpire's judgment, they can avoid.
 - a. In that event, the runner is out.
 - b. Ball is dead and
 - c. If the act is determined to be flagrant, the offender is ejected and subject to additional disciplinary action.

Safety Tip: To reduce the chance of injury, infielders should avoid crossing into the path of approaching baserunners.