

WHAT IS RAS?

RAS, Ramona Adult Softball is a non-profit organization geared for men and women 18 years or older. This league is funded from team registration, sponsors and donations. For Fastball, 17 year olds may play with parental permission.

Any rule that needs to be clarified or is questioned and is not in this rulebook will be clarified by referring to the official ASA Rulebook. Each season consists of approximately 10 games, one per week, not including play-offs. The team fee for softball is \$430.00 and for Fastball it is \$450.00 (CASH OR 1 CHECK FROM MANAGER) and **must** be paid by the manager at the time of sign ups otherwise season fees rise to \$450 & \$470 respectively, due by the end of Week 2 games; if your team participates in the league work party (2 or more players dedicated from your team), you will receive a \$50.00 discount for the first one of that season, if there is any other work parties, you would earn \$25.00 per work party. The league fee does not include the umpire fees, which are \$15.00 per team per game. The umpire fees for the championship game only, will be paid by RAS.

RAS offers a Men's league that plays on Tuesday and Thursday and a Co-ed league that plays on Monday, Wednesday, and Friday. RAS is always willing to consider new leagues, i.e.: Women's. We have recently started a Fastball League that has been playing on Tuesdays.

The following is a list of current 2010 RAS Board Members:

Jacob Zoria	President
Johanna Hoeniger	Vice-President
Kate Rochester	Secretary
Casey Markee	Treasurer
Kate Rochester	Player Representative
Troy Trofy	Head Umpire
Jacob Zoria	Tournament Director
Casey Markee	P.R. Director
Chris Walter	Equipment Manager

NEW RULES or CHANGES

New rules may be added or changed at any given time at the discretion of the Board of Directors regarding the park policies. Any rule changes affecting the rulebook will be decided at the discretion of the Rules & Grievance Committee (i.e.: Manager's Meeting). All managers will receive, in writing, the new rules and/or changes.

PRIZE PACKAGES

1st Place League Team will receive \$100.00, 2nd place will receive \$75.00 and 3rd will receive \$ 50.00 to go towards the next season's league fees or as the manager sees fit.

1st Place Play-Off team will receive a trophy.

PLAY-OFFS/TIE BREAKER:

To determine the ranking for play-offs, each team's win/loss record will be used. In case of a tie:

- 1) Loss due to forfeits count against you. Example: If Team A and B both have three losses but Team B has one loss due to a forfeit, then Team A will take 1st place.
- 2) If loss records are all earned losses then the tiebreaker goes head to head. Example: Team A and B played each other and Team B won then Team B would take 1st place.
- 3) If the teams played each other twice and each team won a game then the tiebreaker is the total number of runs scored between the two games. Example: The score for the first game was Team B 14 runs and Team A 10 runs. The score for the second game was Team A 22 runs and Team B 4 runs, then Team A would take 1st place because Team A scored a total of 32 runs while Team B only scored a total of 18 runs. If the two teams scored the same number of runs, then the total runs that each team has scored and has allowed (when playing against the same teams) in other games will be counted and the team with the best score wins the tie.

- 4) If all other methods end in a tie then a single play-off game will be held.

PLAY-OFF GAME SCHEDULE

6:30 Game:

3rd vs. 6th Field 1

4th vs. 5th Field 2

1st and 2nd get a bye.

7:40 Game:

1st plays the lowest ranking winner from the 6:30 game, on field 1.

2nd plays the highest ranking winner from the 6:30 game, on field 2.

8:50 Game:

The winners from the 7:40 games play for the league championship. (There is no time limit for this game and umpire fees, for this game only, are paid by the league.)

MANAGER'S RESPONSIBILITIES

The team manager is the link between RAS and his/her team.

- 1) Team managers **MUST** attend the manager's meeting at the beginning of each season.
- 2) They must obtain a copy of the RAS rulebook and keep a copy with them during any game and/or tournament.
- 3) It is the manager's responsibility to know all of the rules and to make sure that all his/her players follows them. It would be to the advantage of each manager to advise his/her players before the start of the first game of all rules and/or rule changes.
- 4) **They must make sure that ALL players have signed a team roster.** If during a game/tournament a team is found playing with a non-roster player that game is an **immediate** forfeit and the manager is suspended from playing in the next scheduled game. The manager is still required to show up at the next game for other manager responsibilities.
- 5) They must obtain all league paperwork pertaining to schedules, tournaments, make-up games, play-offs and any other pertinent

information. Managers should check the field bulletin board before the start of each game.

- 6) They must inform the Player Rep. of any roster changes including change of last name, phone number and any player(s) added/dropped from the roster. All information is confidential and will only be given to the manager of that team.
- 7) Only a manager may remove a player's name from his/her roster.
- 8) The manager is responsible for paying all of the umpire fees (\$15.00 per game) including \$30.00 for any forfeit. Forfeit fees are to be paid to the Player Rep. /Umpire **before** the start of your next game.
- 9) The team manager is responsible for his/her players' conduct during a game. It is not mandatory for an umpire to give a warning; **it is a courtesy only.** The following is a list of actions to warrant an immediate ejection:
 - A) The use of the F*** word at any time or the use of any other obscene words used in a derogatory manner.
 - B) Fake tags or other non-sportsman like behavior.
 - C) Rough tactics, not limited to fighting.
 - D) Obscene gestures towards the officials, opponents, fans, or board members.
 - E) INTENTIONALLY throwing the bat.
 - F) Being under the influence of alcohol and/or any other substance that could cause that player to cause harm to him/her – self or to others.
 - G) Obvious rule violations.
 - H) Arguing a judgment call.
 - I) Any actions deemed by the RAS as not being appropriate to the park's atmosphere.

The second offense by ANY player of that team will result in that player being ejected, and if there is a third offence then both the player and the manager will be ejected and an immediate forfeit of the game. Any player that is ejected a second time during a season will be suspended for a minimum of 30 days or a maximum of whatever the RAS officials deem fit.

- 11) Any player or manager ejected from the game will not be eligible for the next game. If a manager is ejected, they must show up for the next scheduled game to perform their manager duties.
- 12) **NO SCORE** may be challenged after a new inning begins. In order to question the score, you must keep your own scorebook.
- 13) The manager and **ONLY** the manager may approach the umpire with an appeal and/or protest. If any player observes an infraction, then he/she must ask for time and then inform their manager.
- 14) **NO ALCOHOL, NO DRUGS or CHILDREN** under the age of 18 allowed in the dug-out or the manager will be ejected
- 15) There is to be no re-scheduling of any games by the managers. The RAS board will handle all re-scheduling.
- 16) **DEADBEAT BALL PLAYER RULE:** In order to protect our managers, RAS has adopted the policy that any player who fails to pay his/her manager for league fees will be considered to be an ineligible player and cannot play on any team, any night until all fees are paid in full. Any managers wishing to add a player to the list may do so by contacting Player Rep. To have your name removed from the list: pay the manager and he/she will remove your name. This is a continuous list that progresses from season to season.
- 17) Late players may be added to the bottom of the scorecard. The umpire and the Player Rep. must be notified or the player will not be counted as playing that game, even if they are on the scorecard. If you started your game with a pickup player/players and a roster player/players show up, the picked up player is no longer eligible unless he/she is the ninth player.
- 18) Protest & Complaint forms; information concerning teams, rules, players, games; and any other general information can be obtained from the Player Rep. If he/she doesn't have the answer, then he/she will find out and get back to you as soon as possible.

RULES AND GRIEVANCE COMMITTEE

The Rules and Grievance Committee is formed by the RAS Board, and is made up of players that have been on any RAS roster at some point within the year prior to its assembly. The Rules and Grievance Committee meets as soon as possible after the Board has been notified that there has been an incident or to review any protests that were made. They also decide the severity of any suspension that is made do to any ejection from a game. **All decisions are final.**

RAS RULES AND REGULATIONS

WHAT MAKES UP A TEAM?

A team consists of a minimum of 8 legal players (a person who has signed a roster) and a maximum of 10 legal players on the field at one time. You may have as many roster players as you like. If you do not have a minimum of 8 legal players and cannot pick up any players, then you will forfeit the game. The players must be 18 years or older and all signed a roster before playing in any game and/or tournament. **Any team found with an illegal player will get an immediate forfeit and the manager will be suspended from playing the next scheduled game.**

PROOF OF I.D. REQUIRED

Any player, whose age is questioned by the Umpire or Player Rep. while playing in a RAS league game, must be able to provide valid identification proving they are 18 years of age or older. If an ID cannot be provided, that player will not be allowed to continue in that game, or any future game, until such time it can be produced. As such, they will be considered a non-injury departure, and counted as an out with each passing of their regularly scheduled at bat.

If a player chooses, at the time they sign the team roster they can present a valid ID to the Player Rep., who will indicate in the roster their legal age. This indication will be treated as proof of age for any future challenge during the course of that season.

RAS currently has a **NO HARD ALCOHOL OR BEER** policy in effect. Violators will be ejected from the premises and/or receive game suspensions on an case-by-case basis. This policy covers both the RAS parking lot and fields.

RAS also has a **NO DRUG or PRESCRIPTION MEDICATION** policy in effect as of May, 2010. This policy includes both legally prescribed medications and illegal substances. No player shall be permitted to use a prescribed medication unless an emergent life or death situation is involved (i.e. bee stings, heart issues, allergic reactions). This policy covers all RAS fields, team dug-outs, spectator stands, all common areas and the parking lots. Any players or spectators find in violation of this regulation will be escorted from the park immediately. Violators may only leave with a sober driver if they appear intoxicated and under no circumstances be allowed to drive themselves home. If a safe ride cannot be obtained the local Sheriff's department will be called to assist in getting violators safely off RAS property. Repeat violators may be assessed lifetime bans from league play and the park facilities.

We ask that the Managers and Tournament Directors help to enforce both of these rules, and keep all players and fans affiliated with their teams in control at all times. This is a family-friendly park. We need to keep it that way.

WHAT IS AN ILLEGAL PLAYER?

- 1) A player that has not signed an official roster before playing any game and/or tournament.
- 2) A player that is on 2 rosters on the same night.
- 3) Any player that is picked up, that is rostered on another team of the same night without notifying the opposing manager's and the umpire.
- 4) Any player that is under the age of 18.

Consequences: **Any team found with an illegal player will get an immediate forfeit and the manager will be suspended from playing the next scheduled game.**

HOW DO I PICK UP A PLAYER?

You may pick up 2 additional players, up to the 9th player. If you do not have at least seven (7) rostered players within 50 feet of your dugout at game time, then you will forfeit the game and pay all fees. The pickup player/s must play in the catcher position first and if a second player is picked up then they must play right field.

- 1) Your pick up player must be a legal player.
- 2) If the pickup player plays from another team, you must notify the opposing team's manager and inform the umpire that the pickup player is on another team.
- 3) **You must write P.U. or pickup next to the pickup player's name on the scorecard or the player may be considered as an illegal player when the scorecard is checked.**
- 4) If the pickup player does not play on any other team for the same night, then they must sign the roster to play. Once they sign your roster then they can play in any position on the field.

PROTEST:

NO PROTEST CAN BE MADE ON A JUDGMENT CALL

- 1) The team manager must make the protest to the umpire at the point in question and state the cause of protest.
- 2) The protest **MUST BE MADE BEFORE THE NEXT PITCH.**
- 3) Any protests made after **BOTH** teams have left the playing field, **WILL NOT** be accepted.
- 4) All protests must be submitted by the manager, in writing on a RAS PROTEST FORM (See the Player Rep. for the form.) It must be handed in to the field director or mailed to RAS within 48 hours after the protest has been made. Please include a \$25.00 protest fee with the form. This fee will be refunded if the protest is upheld.
- 5) If mailing the protest, please mail to: Ramona Adult Softball, P.O. BOX 1393, Ramona, CA 92065.
- 6) If you are going to protest a game before you play it, you must show up and play the game under protest; otherwise you will receive a forfeit for the game you did not play. (In this situation, you must have the \$25.00 fee at the time of the protest.)
- 7) The Rules and Grievance Committee will review the protest at the earliest time with all decisions being final.

LEAGUE PLAYING RULES

The GAME:

- 1) The home team will be decided by a coin toss.
- 2) The umpire will be the official scorekeeper, but each team **must** keep their own scorebook during the game. A manager cannot challenge the score without a scorebook.
- 3) No score may be challenged after a new inning has been started.
- 4) There is **No “Run-Rule”**.
- 5) A regulation game will consist of 7 innings or 70 minutes, whichever comes first.
 - A. If an inning is started then it must be completed.

- B. There will be no new inning started after 65 minutes.
 - C. If a game is called due to rain; fog; injury; or any other unsafe playing conditions, then it will be consider a completed game if after 4 ½ innings (and the home team is ahead.) or after 5 innings.
 - D. In case of fog or rain, there will be a maximum 15-minute delay to see if it clears before any is called.
 - E. A game that is tied after 7 innings or 70 minutes, whichever comes first, will start the 8th inning and every half inning thereafter with the offensive team's last official batter (not the last out) from the previous inning starting at 2nd base. (E.g. if the number 5 batter is the lead off batter then the number 4 batter will be put on 2nd base.
- 6) The first game will start at exactly 6:30. If one or both teams do not have enough players (8) to start the game, a grace period of 15 minutes will be given before a forfeit is called. (This is only for the 6:30 game.) There is **no grace period** for the 7:40 or 8:50 games. If only one team does not have enough players then they lose the coin toss.
 - 7) In any forfeit situation: The team being awarded the forfeit has the option of taking the score at the time of the forfeit or a score of 7-0.
 - A) The forfeiting team is responsible for paying the umpire fees for **both teams** (\$20.00). The fees must be paid to the field director before your next game or you will forfeit that game also. No team will be allowed more than 3 forfeits due to non-payment of fees.
 - B) On the third forfeit, the team will be suspended with no refund of the league fees.
 - C) The manager of the team that owes the fees will not be allowed to play on any other night until the fees are paid.
 - D) Umpires will be solely responsible for reporting a forfeit to the field director.
 - 8) If you know before your scheduled game that you are going to forfeit the game, then you must call the Player Representative at least 24 hours before your scheduled game, so he/she has time to notify the umpire and the opposing team. If you are the opposing team, and the Player Representative calls to notify you of the forfeit: you have

the option of not showing up at the game and taking the 7-0 win but **NONE** of your players will receive credit for the game played towards play-offs **OR** you have at least 8 players show up and fill out the scorecard and get credit for playing the game and the win.

PLAYERS AND SUBSTITUTIONS:

- 1) Any rostered player can take any defensive position at any time excluding any pickup players who must play catcher and right field.
- 2) There must be 3 outfielders at all times. **Outfielders must be on the grass until the batter hits the ball.**
- 3) Teams can bat as many players as desired. All batters on the line up must bat but any 10 may take a defensive position and the positions may change but the batting order must stay the same. Late players must be added to the bottom of the batting order on the scorecard by notifying the umpire and the field director.
- 4) If a team loses a player due to an injury, called into work or due to a sick/injured child, then that player will be an out for their next at bat and only that at bat. If you lose a player due to any other reason including losing a player due to ejection, then that player will be an out every time they are supposed to bat. A player is considered to be playing when they are placed on the scorecard and their team has taken an offensive or defensive position on the field. It will not be an out if a legal substitution is made. The manager must inform the umpire and the field director of the substitution.
- 5) If a player is ejected from the game, then they will be suspended from the next scheduled game as well. If 2 players, from the same team, are ejected from the same game, then that team will forfeit the game immediately.
- 6) **If a player or spectator is asked to leave (ejected) from the complex due to using profanity, that person will be suspended from the next scheduled league game (including play-off games).**

- 7) If any league player or manager, playing or spectating, lays a hand on, strikes, shoves, threatens (including “meeting in the parking lot”) etc. any other person at the park will be suspended for a minimum of 5 scheduled games (including play-off games) or a maximum of one season depending on the severity of the situation. The Rules and Grievance Committee will decide the final action. Any spectator that is not a rostered player for any night that does the same will be banned from the park for a 6-month period. In both cases, further legal action may also be taken.
- 8) **PLAYOFFS ELIGIBILITY** – Each player must have played a minimum of at least 5 regular season games. If names on the scorecards are illegible then the players in question do not get credit towards play-offs. If you have an injured player and need to substitute another player then you must do the following:
 - A) Give written notice to the Board (through the Player Rep.) within 48 hours of the playoffs for their approval.
 - B) Have a written medical excuse for the player’s injury.
 - C) The substitute player must be from your ORIGINAL roster for that season.
- 8) **BLOOD RULE:** If a player is injured and bleeding, the umpire must call time and the injured player **MUST** cover the wounded area completely before returning to the game. A minimum of 5 minutes (which will not be taken off of the game time.) will be granted. If at the end of 5 minutes, more time is needed, and then the injured player’s team manager may use a courtesy runner. (You will still be granted your regular 2 courtesy runners.)

BATTING ORDER

- 1) Is the official lineup of offensive players listing the order in which the team members must come to bat. May be listed by gender.
 - A) The official scorecard must have each of the player’s first and last names. No nicknames. The names should be written the same way on the scorecard as they are written on the roster.

2. Batting out of order is an **appeal** call.

- A) If the error is discovered while the incorrect player is still at bat, then the correct batter will take his/her place and legally assume any balls or strikes.
- B) If the error is discovered after the incorrect batter has batted but before the next pitch to the next batter, then the player that should have batted is out. Any player that advanced or scored will be sent back to the base that they occupied before the illegal batter batted.
- C) If the error is discovered after the first pitch to the next batter, then the turn at bat of the illegal player is a legal play and all runners that advanced and all runs that scored are legal. The incorrect batter has lost their turn until their next time at bat.
- D) No base male runner shall be removed from the base he is occupying to bat in his proper place. He merely misses his turn at bat with no penalty. The next batter of the male becomes the next legal batter.
- E) A batter may be moved up in the batting order to replace an injured player as long as the batter has not batted yet.

BASE RUNNING

- 1) Dual first bases will be used in all leagues. White is for the inside base and Orange is for the outside base. When a play is being made on the batter/runner, the defense must use the white portion and the batter/runner must use the orange. The batter/runner is out when there is a play being made at first base and the batter/runner touches only the white portion. On balls that are hit to the outfield when there is no play being made at the double base, the batter/runner may touch the white or the orange portion of the bag. Should the runner return to the bag, the runner must go to the white portion of the bag. Also if the runner is tagging up for a fly ball or an attempted pick-off play is made then the runner must go to the white portion of the bag.
- 2) Base runners may lead off as soon as the ball leaves the pitcher's hand.

- A) When a runner is on first base then the runner must lead off from the white bag only.
- B) If the runner leads off from any base and the catcher throws the ball to the fielder (except for a foul/dead ball) before the runner makes it back to the bag, then the runner is out. There is no tag needed because is considered a force out. If the fielder misses the ball, then the ball becomes live and any runners may advance at their own risk.
- 3) **SLIDE OR AVOID** – In order to reduce the chance of injury, RAS requires that base runners make an attempt to get out of the way, give themselves up or slide into the base instead of colliding with the fielder or attempting to jar the ball loose. A player that makes contact with a defensive player may be called out if in the umpire’s judgment, interference occurs. Any runner who, even in trying to turn out interferes with a throw or any part of a continuation of play will be called out and the runner going to first base will also be called out.
- 4) Fielder blocking the base or making fake tags are subject to ejection from the game.
- 5) Only 2 courtesy runners per inning for men (applies to Co-Ed & Men’s) and the women have unlimited runners. The courtesy runner must be the last out of that inning. If there are no outs of the same gender recorded during that inning, you must go to the next out of a previous inning and so forth. If there were no previous outs of the same gender that can act as a runner, then you would use the last batter in the batting order.
- 6) All bases must be touched in legal order. When a runner must return to the bases while the ball is in play then they must touch the bases in reverse order. If the runner misses a base it is up to the opposing team’s manager to appeal the play.
- 7) Two base runners may not occupy the same base at the same time. If this happens then the first runner legally occupying the base is entitled to it, and the other runner may be put out by being touched by the ball.

- 8) No runner may touch a missed base or one left illegally once they have entered the dug out.
- 9) If a batted ball hits the base runner, while in fair territory and the ball has not passed an infielder, excluding the pitcher, that runner is out. If batted ball hits a runner while in contact with any base, the runner is not out and the ball is live.
- 10) A base runner may not interfere with a defensive player attempting to make a play or that runner will be called out with the exception of a rundown (pickle).
- 11) No base runner may pass a preceding runner who has not been put out, if so the runner will be called out.
- 12) A base runner may advance without being put out when a fielder contacts or catches a batted or thrown ball with their cap, glove or any part of the uniform while detached from its proper place. The umpire will signal dead ball and award the runner 3 bases on a batted ball and 2 bases on a thrown ball. If the umpire feels that the ball would have been cleared the outfield fence a home run shall be awarded.
- 13) A batter that carries and legally reaches or touches first base while still holding the bat during a live ball situation will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score.

GROUND RULES

- 1) **RAS will provide 1 new ball and 1 back up ball per game. If the balls go over the fence or out of play, you need to go get them. If both balls go out, then the manager from each team must provide a suitable ASA approved back up ball.**
- 2) **CO-ED HOMERUN RULE-** is a team is allowed up to 3 over the fence homeruns. After the 3rd homerun is hit by the same team, any other over the fence homeruns will be considered **AUTOMATIC OUTS** until the other team has also hit 3 over the fence homeruns.

From that point forward, the game will be played with the 1-up rule in effect.

Effect: Any runner on base will remain on base and will not be able to advance. The batter will be out automatically.

- 3) **OVERTHROW RULE**- when a ball is in play and is overthrown (beyond the boundary lines) or is blocked. **EFFECT:** All runners will be awarded 2 bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed bag or base left too soon. If 2 runners are between the same 2 bases, the award is based on the position of the lead runner. **Exception:** When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded **one** base from the last base touched at the time the ball entered the dead ball area or became blocked.
- 4) **CATCH AND CARRY**- when a live ball is unintentionally carried, by a fielder, from the playable territory into dead ball territory. **EFFECT:** The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory. If in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory then the ball is dead and each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed, or thrown into dead ball territory.
- 5) **THIRD STRIKE FOUL**- after the batter gets 2 strikes on they then the batter must hit the ball in fair territory. If the ball is hit into foul territory then the ball is dead and the batter is out.
- 6) **BATTING OUT OF THE BATTER'S BOX**- In order for a batter to be called out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box. The batter is also called out if:
 - A) Any part of the foot is touching home plate when he contacts the ball even though he may be touching the line of the batter's box, or

- B) The batter steps out of the batter's box, re-enters and makes contact with the ball.

In either case, hitting the ball while out of the batter's box, or once he re-enters and makes contact with the ball, should be called immediately. The ball is dead. The batter is out whether the ball is fair or foul. In cases where there is no batter's box lines evident, good judgment must be used and the benefit of the doubt must go to the batter. **If no contact is made with the ball, there is no penalty.**

CO-ED RULES

- 1) The minimum number of players is 8 and the maximum is 10 with no more than 6 male players and a minimum of 3 female players on the field at all times.
- 2) A legal player may play any defensive position at any time. There must be 3 outfielders at all times. Outfielders must be on the grass until the batter hits the ball.
- 3) All male players will hit a 12-inch ball and all females will hit an 11-inch ball.
- 4) **HOME PLATE AND THE "LINE"**
 - A) Home plate (the white portion) is designated for the defensive players only. If the defensive player tags the runner going home, then that runner is safe. The defensive player must have the ball and be touching home plate (white portion) to get the runner out.
 - B) Any plays going home are considered a force out if the catcher catches the ball and touches home plate (white portion only) before the runner crosses the line. If the runner touches (and if seen by the umpire) the runner will be called out.
 - C) There is a line off of home plate that extends to the backstop. The runners must cross the line at all times. A runner **HAS the option of sliding across the line if a play is being made at home.**
 - D) **ONLY** one defensive player may be covering the home plate at one time.

- 5) **THE COMMIT LINE**- is the line that is half way between 3rd base and home plate.
- A) If a runner is on 3rd base and crosses the commit line then that runner must go home.
 - B) If a runner crosses the commit line on a lead off and then has to tag up for a fly ball, then the runner must tag 3rd base and then proceed to home plate.
- 6) **THE BATTING ORDER:**
- A) The batting order shall alternate male/female or female/male.
 - B) If a male batter gets walked with 4 consecutive balls, then he is awarded two bases and the next female batter has the option of batting or taking a walk. If the male batter receives a strike and then still walks, then he is awarded only one base and the female batter **MUST** bat.

GENERAL RULES

DEFINITIONS

- 1) **AN APPEAL PLAY**- a play in which an umpire **CANNOT** make a decision until requested by a manager. The appeal must be made before the **NEXT PITCH**. A manager cannot appeal a judgment call.
- 2) **BASE PATH**- is an imaginary line between the bases. Once a runner rounds a base, they establish a new base line between that point and the next base. If a runner runs out of this area the runner will be called out except when avoiding a fielder who is attempting to field a batted ball.
- 3) **BASE COACHES**- 2 rostered players from the teams that are playing are required from the offensive team, one at 1st base and the other at 3rd base. The purpose of having coaches is to guide their teammates, which will help prevent injuries and to present the correct ball to the pitcher for alternating male/female batters. (Co-ed)

- 4) **BUNT**- No bunts or half swings will be permitted. If this happens then the batter will be out.
- 5) **CHOPPED BALL**- when the batter strikes downward with a chopping motion, as if chopping a piece of wood laying on the ground, and causes the ball to bounce high into the air. If this occurs then the batter will be out.
- 6) **FOUL TIP**- is a batted ball, which goes from the bat to the catcher's glove (hands). This is a foul ball/strike. If the ball goes over the batter's head and is caught by the catcher with out the ball hitting the backstop, then the batter is out.
- 7) **INFIELD FLY RULE** – is a fair ball, not including line drives, which can be caught by an infielder, WITH ORDINARY EFFORT AS DEEMED BY THE UMPIRE, when there are runners on 1st & 2nd or 1st, 2nd & 3rd and there are less than 2 outs. When it seems apparent that the batted ball will be an “INFIELD FLY” the umpire will call “INFIELD FLY – BATTER IS OUT.” If the ball is fair, then the base runners may advance at the risk of the ball being caught, or may tag up and advance after the ball is touched by a fielder.
- 8) **INTERFERENCE** – is the act of an offensive player or team member who impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may also be called. If interference is called then that player is out.
- 9) **JUDGMENT CALL** – Balls, strikes, fair, foul, safe, out etc.
- 10) **BATTER'S BOX** – The area in which the batter is positioned while at bat. The lines are considered as being within the batter's box. It shall measure 3 feet by 7 feet, the inside lines shall be 6 inches from home plate and the front line shall be 4 feet from the center of home plate.

EQUIPMENT:

1. **OFFICIAL BAT** - shall NOT be more than 34 inches in length or no more than 38 ounces in weight. It shall not be over 1.20 BPF and

be stamped by the manufacturer. The bat shall be free of burrs, pins, rivets, dents, and sharp edges. No titanium bats or baseball bats are allowed. If a player is found using a non-official/illegal bat then the batter is out the first time. If the batter is found using it a second time and if contact was made with a pitched ball then that batter will be ejected from the game. NO altered bats are allowed and any batter found using one and contact was made with a pitched ball, the batter will be ejected from the game. **See Roster Folder for a list of BANNED BATS.**

2. **UNIFORMS** – RAS does not require league uniforms but a shirt and shorts/pants must be worn when playing.
3. **SHOES**-No open toed shoes will be allowed. Shoes with rubber or plastic cleats are allowed only if the cleat screws into the shoe and not onto a post attached to the shoe. Any other shoe with metal exposed on the sole, except rivets, shall not be permitted. Absolutely no metal spikes are to be worn while playing at the Pasture. Should a player be caught with metal spikes, the managers of both teams will be warned, and the player will be asked to remove them immediately. Should the Umpire find a second infraction of this rule by either team during the same game, play will be stopped immediately and the game will be forfeited by the team responsible for the second infraction.
4. **CASTS** – Casts (plaster, metal or other hard substances) may not be worn during the game.

PITCHING:

- 1) **POSITION** – The pitcher must place one or both feet in contact with the pitcher's rubber before starting their forward motion to pitch. Must stay in contact with the pitcher's rubber until the ball is released.
- 2) **Delivery** – The ball must be delivered underhand with an arc of at least 6 feet from the ground and not exceed 12 feet or an illegal pitch will be called. (Umpire judgment call)

- 3) **Illegal Pitch**- An illegal pitch will be called if the pitcher delivers a ball that is considered “flat” – no arc or if the ball exceeds 12 feet. The batter does not have to swing and the batter will earn a “ball” in his/her at bat count. If the batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- 4) **No pitch** shall be declared:
 - A) A ball is pitched during suspension of play.
 - B) The runner is called out for leaving the base too soon.
 - C) The pitcher pitches the ball before a base runner has re-touched their base after a foul ball and the ball is dead.
- 4) **DEAD BALL** – If the ball hits any dirt in front of the plate, it will be call a ball and the ball will be a dead ball. Any ball going out of play is a dead ball.
- 5) **QUICK PITCH**: The pitcher shall not attempt a quick return or the ball before the batter has taken a position in the batter’s box or when the batter is off balance.

Effect: The umpire shall call an illegal pitch and the batter shall be awarded a ball. If the batter swings at or contacts any illegal pitch, it is nullified and all plays stand.
- 6) **Orange Mat** – If a pitched ball touches any part of the orange mat, a strike will be called, excluding illegal pitches or dead balls.

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