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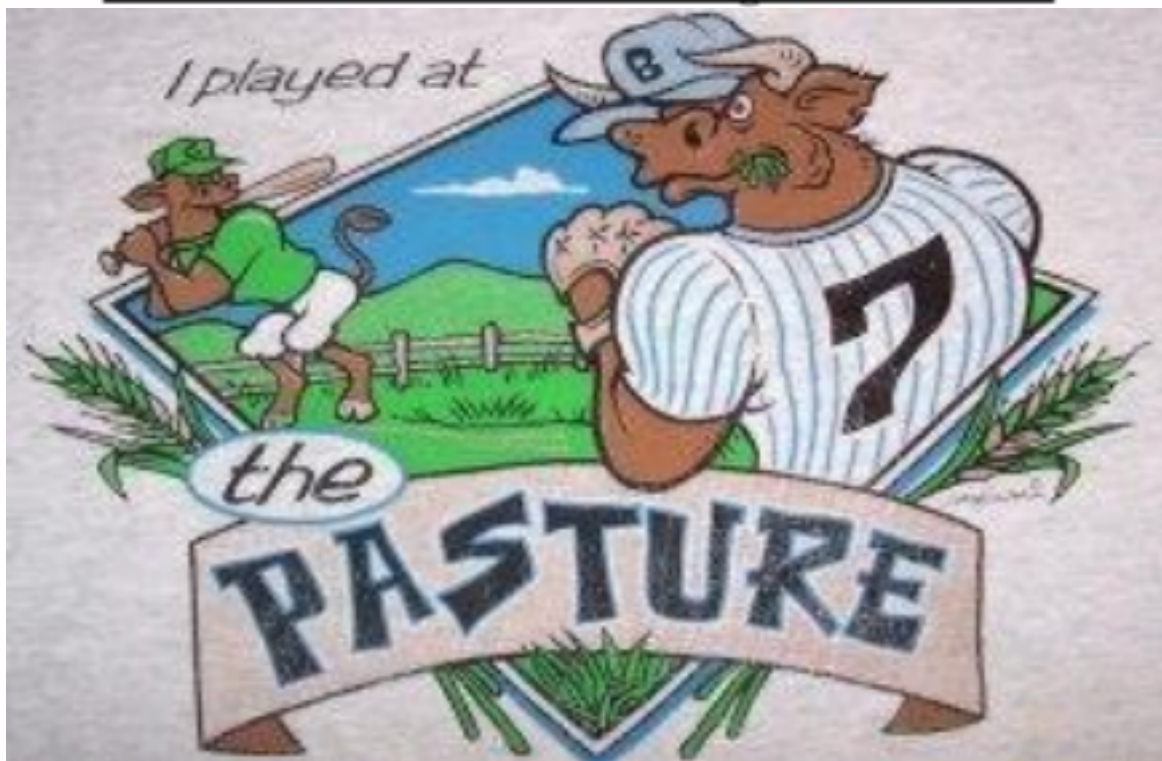
RAMONA ADULT SOFTBALL RAS RULEBOOK

RAMONA ADULT SOFTBALL (FACEBOOK)

Monday Coed Schedule RAS (FACEBOOK, group)

Wednesday Coed Schedule RAS (FACEBOOK, group)

ADULTSOFTBALL.RAMONA@GMAIL.COM



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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.

RAS has a Board of Directors, by-laws, and a tax ID number in compliance with not-for-profit organization guidelines. RAS holds regular board meetings to ensure the fairness of our players and compliance with all league rules, regulations and any player concerns.

ASA rulebook is the official rulebook for this league. Ramona Adult Softball rules are priority and supersede any ASA rules for league game play. Each season consists of 10 games, not including playoffs. This is subject to change due to the weather, but RAS will do their best to ensure all games are played, or managers make the ultimate decision or timeframe. The team fee for each season is \$500.00 (\$50.00 will be DISCOUNTED for teams that pay fees in the first week.) and must be paid before the start of your week 3 game. The league fee does not include the umpire fees, which are \$20.00 per team per game. The umpire fees for the championship game only will be paid by RAS.

Any team(s) failing to pay league fees by the deadline (without express written permission from the board of directors to invoke the dead-beat player rule) will forfeit the next game(s) until fees are paid.

RAS offers Coed League night(s) on Monday and Wednesdays. However, RAS is always willing to consider new leagues!

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 discussed at the managers' meeting prior to the start of the following season. All changes will be posted to the league website and Facebook page.

PLAY-OFFS / TIE BREAKERS

- 1) To determine the ranking for play-offs, each team's win/loss record will be used.
In case of a tie:
- 2) Loss due to forfeit(s) counts 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 the higher seed position.
- 3) If loss records are all earned losses, then the tiebreaker is head-to-head.
Example: If Team A and B played each other and Team B won then Team B would take the higher seed position.
 - a. 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, Team A scored a total of 32 runs while Team B only scored a total of 18 runs. Team A

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would take the higher seed position.

- b. 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 still end in a tie, then a single play-off game will be held. 5) Higher Seed is automatically the HOME team for Play-offs. 6) Play-off schedule: Determined based on the number of teams total for each night.
7 teams or more will follow a 4-team bracket, 6 teams or less will follow a 3-team bracket.

a) 4 Team Bracket:

- i) 6:30 Game on Field 1: #1 vs. #4
- ii) 7:40 Game on Field 2: #2 vs #3
- iii) 8:50 Game on Field 1: Championship Game

b) 3 Team Bracket:

- i) 6:30 Game on Field 1: #2 vs #3
- ii) 7:40 Game on Field 1: Championship Game

MANAGER'S RESPONSIBILITIES

- 1) The team manager is the link between RAS and his/her team.
- 2) Team managers MUST attend or send an appropriate representative to the manager's meeting at the beginning of each season.
- 3) It is the manager's responsibility to know all the rules and to make sure that all his/her players follow them. The rulebook is available for download off the RAS website or is available by request by email. Requests may be made to adultsoftball.ramona@gmail.com
- 4) It is the manager's responsibility to check the website/Facebook/player rep for league information and all updates including game schedules, re-schedules, or cancellations.
- 5) Player's first and last names must be printed clearly on the roster and scorecards and the name must be their legal name. NO NICKNAMES
- 6) **ROSTERS AND SCORECARD – IF NAMES ON THE SCORECARDS DO NOT MATCH THE ROSTER; THEN THE PLAYER LISTED ON SCORECARDS WILL NOT GET GAME CREDIT TOWARDS PLAYOFFS.**
- 7) **Rosters and Scorecard violations: First violation the Team Manager will get 1 warning and second violation and subsequently the team will get an automatic forfeit each time the violation occurs per season.**
- 8) The Team Manager must make sure that **ALL** players have signed a team roster. If during a game/tournament a team is found playing with an illegal player that game is an immediate forfeit.
- 9) They must inform the Player Rep of any roster changes including change of last name and any player(s) added/dropped from the roster. All information is confidential and will only be given to the manager of that team.
- 10) A manager may remove a player's name from his/her roster. One week of no play is required for a player removed before he/she may be added to another

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- teams' roster. ONLY ONE DROP/ADD per person, per season will be allowed.
- 11) The manager is responsible for paying all of the umpire fees (\$20.00 per game) including \$40.00 for any forfeit. Forfeit fees are to be paid to the Player Rep/ Umpire before the start of your next game.
 - a. In order to avoid paying a penalty forfeit fee, managers must notify their player rep prior to 1:00 pm on the day of the game.
 - 12) 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 RAS as not being appropriate to the park's atmosphere.
 - j. The second offense of any player of that team will result in that player being ejected, and if there is a third offense then both the player and the manager will be ejected, and an immediate forfeit of the game will follow. Any player that is ejected a second time during a season will be reviewed by the Rules & Grievance Committee for further disciplinary action.
 - k. Any player or manager ejected from the game will not be eligible for the next game.
 - 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) Children under the age of 18 are not allowed in the dug-out. Failure to comply will result in a possible forfeit.
 - 15) There is to be no re-scheduling of any games by the managers. The RAS board will handle all re-scheduling of games.
 - 16) Ensure your male players respect female players.

RULES AND GRIEVANCE COMMITTEE

The Rules and Grievance committee is assembled by the Vice President of the RAS board and will consist of 5 anonymous players from other teams, league night of play or division, that are rostered for the current season. The Rules and Grievance Committee meets as soon as possible after the Player Rep has been notified that there has been an incident, or a protest made. They also decide the severity of any suspension that is made due to any ejection from a game.

All decisions are final.

RAS RULES AND REGULATIONS

NO DRUGS/INTOXICATED PERSONS

RAS currently has a **NO HARD ALCOHOL OR BEER or MARIJUANA** policy in effect. 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 found 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.

MINIMUM PLAYERS/TEAMS

MENS LEAGUE: 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. There is no maximum number of players that can be rostered to any one team. If you do not have a minimum of 8 legal players and cannot pick up any players, then you will forfeit the game.

COED LEAGUE: A team consists of a minimum of 8 legal (a person who has signed a roster) made up of 5 men and 3 women. A maximum of 10 legal players on the field at one time made up of 6 men and 4 women or 5 men and 5 women. There is no maximum number of players that can be rostered to any one team. If you do not have a minimum of 8 legal players (including a minimum of 3 girls) and cannot pick up any players, then you will forfeit the game.

UPPERS DIVISION AND LOWERS DIVISION RULES

Teams, at time of registration and or submission of rosters (if questioned) will be placed in either the Uppers Teams division of play or the Lowers Teams division of play. Standard ASA and Local League rules apply to the playing of game.

*Division placement is a decision made by board majority vote with the Head Umpire, previous seasons standings and player list submitted as references for judgment, a request for appeal may be submitted to the board via email prior to the release of the game schedule and must

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include reasonable accounts as to why the team should or should not be placed within a division.

Teams may at mid-season (5 games played) be reassigned to a different division based on current standings and majority board vote. Total win, Total runs scored and run differential may be considered when deciding to move/not move teams.

SCHEDULING

Schedules shall be made available to teams 2 days prior to the start of the current season. Game schedule matchups are made according to the number of teams within the division, number of games needed to play, and time slots for play are considered but not guaranteed to be consistent with other teams' time of play based on needed scheduling matchups.

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, by the end of the game, the player will be considered an illegal player and the game will be forfeited. The player will not be able to play the next scheduled game. If a player chooses, at the time they sign the team roster they can present a valid I.D. to the Player Rep, Umpire or RAS Board Member, 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.

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 and the umpire.
4. Any player that is under the age of 18.
5. Any team found with an illegal player will get an immediate forfeit.

HOW DO I PICK UP A PLAYER?

7. *PICKUP player is a player rostered to another team for the same night. *You may pick up 3 additional players, to field a 9-man team. 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. COED: Must always have a minimum of 3 girls. No pickup players are eligible for play-offs nor will players be allowed to pick-up for play-offs.

(This excludes the injured player rule).

- a. Your pickup player must be a legal roster player.
- b. You must write the P.U. or pick up next to the player's name on the scorecard and the player may be considered as an illegal player when the scorecard

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is checked.

- c. Players who are not rostered to any team must sign the roster for the team they are playing with prior to the start of the game. If the roster is not available, write FIRST, LAST name on the back of the official scorecard and have the player sign. This will act as an official registration to the team and the player is now considered rostered to that team and may take any position on the field.
- d. Injured Player Rule - IF a player suffers a season ending injury prior to the playoffs that renders them unable to play, and the team is short a player, then the board may approve a sub or pick-up as long as that player has played as a pickup for that team previously.

PROTEST & COMPLAINT:

Information concerning teams, rules, players, games; and any other general information can be obtained from the Player Rep. If he/she does not have the answer, then he/she will find out and get back to you as soon as possible.

8. NO PROTEST CAN BE MADE ON A JUDGMENT CALL

9. The team manager must make the protest to the umpire at the point in question and state the cause of the protest.
10. The protest MUST BE MADE BEFORE THE NEXT PITCH.
11. Any protests made after BOTH teams have left the playing field WILL NOT be accepted.
12. All protests must be submitted by the manager, in writing on a RAS PROTEST FORM (see player rep for form.) It must be handed in to an RAS board member or mailed/emailed to RAS within 48 hours after the protest has been made. Include a \$50.00 protest fee with the form. This fee will be refunded if the protest is upheld.
13. If mailing the protest, please mail to: Ramona Adult Softball, P.O. Box 2843, Ramona, CA 92065
14. If you are going to protest a game before you play it, you must show up and each player must be listed on the scorecard, otherwise you will receive a forfeit for the game you did not play. (In this situation, you must have the \$50.00 fee at the time of the protest.)
15. The Rules and Grievance Committee will review the protest at the earliest time with all decisions being final.

PLAYERS AND SUBSTITUTIONS

16. Any rostered player can take any defensive position at any time. Any pickup players must play according to player pickup rules.
 17. There must always be 3 outfielders. Outfielders must be on the grass until the batter hits the ball.
 18. 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.
- COED:** must always have 3 women on the field, unless playing less than 10 players, 3 women must be in the field.

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- a. Late players must be added to the bottom of the batting order and on the scorecard by notifying the umpire prior to the start of the 3rd inning. If the umpire is not notified 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(s) and a roster player(s) show up, the pickup player(s) is no longer eligible unless your team is playing with 9 or less players.
19. If a team loses a player due to 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 out every time they are supposed to bat. A player is considered to be playing when they are placed on a 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 player rep of the substitution.
20. If a player is ejected from a 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 due to the conduct of more than one player being ejected.
21. If any player, manager or spectator lays a hand on, strikes, shoves, threatens (including "meeting in the parking lot") etc. any other person at the park, they will be suspended for a minimum of 5 scheduled games (including play-off games). The Rules and Grievance Committee will decide 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.
22. **PLAYOFFS ELIGIBILITY:** Each player must have played a minimum of 4 regular season games. If names on the scorecards are illegible then the player(s) in question do not get credit for that game. If you have an injured player and need to substitute another player, then you must do the following:
 - a. File a written notice to the board (through the Player Rep) at least 48 hours prior to 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.
23. **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, then the injured player's team manager may use a courtesy runner. (You will still be granted your regular 2 courtesy runners.)

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 a score without a scorebook.
 - a. No score may be challenged after the first pitch of the new full inning.

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- b. COED RUN RULE: There will be a 7 run per inning cap for the first 3 innings. At the start of the 4th inning the OPEN inning shall be called out by the umpire.
- c. MENS LEAGUE RUN RULE: There is no run rule per inning.
- 3) A regulation game will consist of 7 innings or no new inning after 60 mins of play, whichever comes first.
 - a. If an inning is started then it must be completed, unless the home team is ahead.
 - b. In case of fog or rain, there will be a maximum 15-minute delay to see if it clears before the game is called.
 - c. If a game is called due to rain, fog, or any other unsafe playing conditions, the game will be considered played if 3 innings (and the home team is ahead) or 4 innings have been completed.
 - d. A game that is tied after 7 innings or 65 minutes, whichever comes first, will be played as an international tie breaker.
 - e. The first game will start at the scheduled time. If one or both teams do not have enough players (8) (COED MUST HAVE 3 WOMEN) to start the game, a grace period of 10 minutes will be given before a forfeit is called. (This is only for the 6:30 game). If only one team does not have enough players, they forfeit the coin toss, and the other team is granted HOME team.
- 4) 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. A forfeiting team is responsible for paying the umpire fees for both teams (\$40). The fees must be paid to the player rep or umpire before your next game, or the team will forfeit that game also.
 - b. The manager of the team that owes forfeit umpire fees will not be allowed to play on any other night until the fees are paid.
 - c. Umpires will be responsible for reporting a forfeit to the player rep. If the forfeit occurs during a scheduled game and or “no team is present” at game time.
- 5) If you know before your scheduled game that you are going to forfeit, you must call the Player Representative as soon as possible. In order to avoid the forfeit fee, a call must be made prior to 1:00 pm on the day of game.
 - a. If you are the opposing team, the Player Representative will call to notify you of the forfeit: your score will be recorded as 7-0 WIN and all players on your signed roster at time of forfeit will receive one game credit towards playoffs.

BATTING:

- 6) All teams must complete an official batting roster on the game night scorecard. The official scorecard must have each of the players' first and last name. No nicknames. The names should be written the same way on the scorecard as they are on the official team roster waiver.
- 7) One solid lineup will be used for the official batting order.
 - a. COED RULE: Maximum of 3 men may bat in a row. This includes from the end of the lineup to the beginning (i.e., ending the line up with 2 male hitters and starting the lineup with 2 or more). Women cannot bat back-to-back.
EXCEPTION: more women than guys on the team, girls will be allowed to bat

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2 in a row.

- 8) 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 illegal batter 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. One OUT shall be recorded. Batting order continues.
 - d. No base runner shall be removed from a base to bat in his/her proper place. Skip the illegal batter on base and the next batter becomes the 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.
- 9) COED HOME RUN RULE: A team is allowed up to 3 over the fence home runs. After the 3rd home run 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 home runs. From that point forward, the game will be played with the 1-up rule in effect. EXAMPLE: Team A has 3 home runs; Team B has 2 home runs. Team A hits another over the fence home run. All runners currently on base will not be allowed to advance and the batter is automatically out. Team A and Team B have both hit 3 home runs, each team will be allowed one additional home run until the total home runs are even for both teams.
- 10) MENS HOME RUN RULE: A team is allowed up to 5 over the fence home runs. After the 5th home run is hit by the same team, any other over the fence homeruns will be considered AUTOMATIC OUTS until the other team has also hit 5. From that point forward, the game will be played with the 1-up rule in effect.
- 11) ONE AND ONE COUNT: All batters will start with one ball and one strike with one to waste. EXAMPLE: one pitched strike and one foul hit ball will result in an additional pitch. Two foul hit balls will be called an out.
- 12) COED: If a male batter, with a female batter on deck, gets walked with 3 consecutive balls, then he is awarded two bases and the female batter has the option of batting or taking a walk. If a male batter receives a strike and then still walks, then he is awarded only one base and the female batter MUST bat.
- 13) 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 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 makes contact with the ball, even though he may be touching the line of the batter's box.
 - b. On a pitched ball, the batter steps out of the batter's box, re-enters, and

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then makes contact with the ball.

- 14) In either case, hitting the ball while out of the batter's box 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.
- 15) Pitchers Box: Any batted ball, that is a line drive, that crosses the front edge of the box will be an automatic dead ball and the batter is out, as long as the pitcher has both feet inside the box.

BASE RUNNING:

- 1) **LEADING OFF.** Only female runners may lead off after the ball is released. Male runners must remain at the bag until the ball is struck. Any men caught leading off will be called out at the discretion of the umpire.
- 2) **DUAL FIRST BASES WILL BE USED IN ALL LEAGUES.** White is for the inside base and Orange is for the outside base. When a batted ball enters the playing field and a possible play at first is an option, the batter/runner must use the orange portion to run through the base. The fielder must use the white portion only for defense. If the batter/runner uses the white, he/she may be called out by the umpire. If the fielder uses the orange base, he/she may be called for interference and the runner will be awarded the base. On balls that are hit to the outfield, when there is no play being made at first, the batter/runner may touch the white or orange portion of the base. Should the runner return to the bag, the runner must go to the white portion of the bag.
- 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, avoidance was not attempted. Any runner who, even in trying to turn out, interferes with a throw or any part of the continuation of the play will be called out and the runner going to first base will also be called out.
- 4) Fielder(s) blocking the base or making fake tags are subject to ejection from the game.
- 5) 2 courtesy runners per inning are allowed, one per gender. The courtesy runner must be the same gender as the baserunner being substituted for and it must be the last out.
- 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 teams' 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

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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 the batted ball hits a runner while in contact with any base, the ball is considered live and the base runner is not out.
- 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 second 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.
- 13) If the umpire feels that the ball would have cleared the outfield fence a home run shall be awarded.
- 14) 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.
- 15) **COED: HOME PLATE AND THE "LINE"**
 - a. Home plate (the white portion) is designated for the defensive players only. There is a no contact rule for Home Plate. If the defensive player tags the runner going home, then the runner is safe. If the runner slides or makes contact with the catcher or attempts to jar the ball loose, then the runner is out.
 - b. There is a line off the home plate that extends to the backstop. The runners must always cross the line. NO sliding across the line.
 - c. 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, the runner is out.
 - d. If the runner touches home plate the runner shall be called out by the umpire.
 - e. Only one defensive player may be covering home plate at one time.
- 16) **COED: THE COMMIT LINE:** Is the line that is halfway 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 must tag up for a fly ball, then the runner must tag 3rd base and then proceed to home plate.

PITCHING:

- 1) **POSITION:** The pitcher must have both feet in the pitching box when starting their forward motion.
- 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)
 - a. **Illegal Pitch-** An illegal pitch will be called if the pitcher delivers a ball that is

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considered "flat" — no arc or if the ball exceeds 12 feet in height. 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.

b. No pitch shall be declared:

i. A ball is pitched during suspension of play.

ii. The runner is called out for leaving the base too soon.

iii. The pitcher pitches the ball before a base runner has returned to their base after a foul ball or dead ball.

3) QUICK PITCH: The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance. EFFECT: the umpire will call an illegal pitch and the batter shall be awarded a ball. If the batter swings at or contacts an illegal pitch, it is nullified and all plays stands.

4) Plate extension mat: if a pitched ball touches any part of the mat, a strike will be called, excluding illegal pitches or dead balls. If the pitched ball hits dirt in front of the plate, it is a dead ball and will be called a ball for the batter.

GROUND RULES

1) RAS will provide one 12' game ball per game. COED will receive one 11" woman ball in addition to the guy ball. Teams must provide a backup ball(s) for any foul ball or over the fence home runs. The ball must be a .52/300 ASA stamped ball. Used balls may be purchased from the league for \$2.50/ball for your backup ball use if stock allows.

2) OVERTHROW RULE: When a ball is in play and is overthrown (beyond the boundary lines) or is blocked. 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.

3) CATCH AND CARRY: When a live ball is unintentionally carried, by a fielder, from the playable territory into dead ball territory. 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.

a. 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.

GENERAL RULES/DEFINITIONS

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- 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 that batter is out, the first time. If a 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. * NO MIKEN ULTRA II or SENIOR BATS ARE ALLOWED



- 2) AN APPEAL PLAY: A play in which an umpire cannot decide, until requested by a manager. The appeal must be made before the NEXT PITCH. A manager cannot appeal a judgment call.
- 3) 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.
- 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 lying on the ground and causing 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 without the ball hitting the backstop, then the batter is out.
- 7) DEAD BALL: Anytime a ball leaves the playing field, or at the umpire's call of "dead ball", play will cease, and runners will advance or go back according to the reason for the umpire calling dead ball. EXAMPLE: box rule or out of play.
- 8) INTERNATIONAL TIE BREAKER: Last recorded out is placed on second.
- 9) INFIELD FLY RULE: Is a fair ball, not including line drives, which can be caught by any 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

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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.

10) 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 an interference is called, then that player is out.

11) JUDGMENT CALL: Balls, strikes, fair, foul, safe, out etc.

12) 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.

13) CASTS: Casts (plaster, metal, or other hard substances) may not be worn during the game.

14) SHOES: No open-toed shoes will be allowed. Absolutely no metal spikes are to be worn while playing at the Pasture. 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. Should a player be caught with metal spikes, the managers of his/her team 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.

15) UNIFORMS: RAS does not require league uniforms, but a shirt and shorts/pants must be worn when playing.

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 the 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.

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