**Kingston Thunder Adult Softball Rules 2017**

1. **KTAS:** The purpose of this league is to have fun!
2. **Game Times:** Games will start at 6:30pm, 8:00pm and 9:30pm. If a team cannot field the minimum required players at the start of the game, that team will have to default. The other team will record the default as a win. No new inning will start after 7:50pm (for 6:30 games) 9:20pm (for 8:00 games) 10:50pm (for 9:30 games) Games are one hour and twenty minutes. Umpires must call last inning to notify teams.
3. **Innings:** Regular season games are nine innings in length and seven innings for the Tournament. At least five innings (regular season) must be completed for a decision. The results will be based on the last completed inning even if it results in a tie. There are no extra innings in the regular season.
4. **Rainout:** If the diamonds are closed due to the grounds or poor weather conditions then all games will be ruled a rainout. A rainout date will be available to teams at the end of the season.
5. **Legal Bats:** Bats allowed to be used require one of these stamps. USSSA, BPF, 1.20, ASA 2004.
6. **Illegal Bats:** Any player taking the plate with a bat deemed illegal will be called out. They will also be ejected for the remainder of the game. Any player caught using a rolled or shaved bat will be ejected from the game and suspended for the remainder of the season. (If in doubt ask the field official prior to the game)
7. **Cleats:** No metal or steel cleats. Soccer cleats with the long plaster covered metal are not permitted. No illegal equipment will be permitted. All players on the field must wear closed toed shoes.
8. **New Ball:** Home team must supply a new softball each game
9. **Roster:** Teams will be required to field a minimum of eight players to a maximum of ten players. Three female players must be on the field at all times.
10. **Batting Order:** Batting order may contain an unlimited number of players. A maximum of three males to one female in the batting order is required. Additional males will bat at the end of the rotation with no penalty for number of males in sequential order.
11. **Auto Out:** A shortage of female players will constitute an automatic out when the batting line up reaches the position that the missing female player would be required to bat.
12. **Substitutions:** All players are required to bat in the batting order. Players can be substituted in and out of the field throughout the game. Substitutions must be for the same gender as that being replaced.
13. **Player Age:** The minimum age to play is 16 years old
14. **Extras:** Teams may sign extra players to their rosters. This must be done at the beginning of the season. Players, who are used as extras, pay $25 to cover shirt and insurance costs. Players used as extras are fill in for when teams may be left short. These players may be used at anytime and are eligible for the tournament. Extras can be any number of players after the minimum of 12 each team is required to have.
15. **Shirts:** Team shirts must be worn during games to be eligible to play. **No shirt, No play!** Any team found to have unpaid and therefore uninsured players on the field at any time will result in the following: Team captain will be suspended for that game plus the next two scheduled games. For a second infraction of this rule the team will forfeit its game. The disciplinary committee will meet to decide if further action is required. The team will not be invited to return to play in the league for the next season. A team playing with illegal players during the tournament will be ejected from all remaining games.
16. **Commitment Line:** A player who passes the commitment line (20 feet from home plate) must continue home. They cannot return to third base but cannot be tagged out. The runner can be forced out if home plate is touched.
17. **Home Plate:** The base runner must cross the home plate baseline. The runner will be called out if they touch home plate. A player is called safe if any part of their body touches down pass the safe line at home plate.
18. **Mercy:** Offensive team can only score a maximum of five runs per inning. Unlimited runs can be scored in the last inning.
19. **Leadoffs:** Leaving a base before the ball is hit results in the base runner being called out. (No warnings will be given)
20. **Pitching:** Offensive team provides own pitcher. Slow pitch to your own team. Pitchers can stand no closer than 15 feet from the front face of home plate. If the pitcher is closer than 15 feet when the ball is pitched, it will be called a strike (a no play) will be called on the third pitch and the batter will be called out.
21. **Foul Tips:** Any foul tip higher than the batters head caught by the catcher is an out.
22. **Substitute Runners:** All batters must hit and run (no substitute runners) unless a player is injured during play. If injured a substitution will be allowed. If the player comes up for their next bat and cannot continue, they will be scratched and will not be considered an out.
23. **Infield Infraction:** Outfielders including rovers may not come into the infield. Any infraction will result in the batter receiving first base.
24. **Ending Play:** To end play an outfielder must throw the ball to an infielder who then throws the ball to the pitcher. The pitcher does not need to catch a thrown ball from an outfielder.
25. **Home Runs:** **Diamond 4** is unlimited. **Diamond 2** is unlimited. **(Diamond 2 Rules)** If a ball is hit over the hill (pylon boundary) or school fence it’s a home run. If a ball rolls into the hill (past pylon boundary) the outfielder puts up their hand to signal a ground rule double. Pylons will be set up to mark the boundaries as Diamond 2 is not fenced.
26. **Infield fly s**: The batter is automatically called out by the umpire on a fly ball if fair and easily caught. There must be less than two outs and runners at first and second or bases loaded. The play is live and base runners may advance at their own risk like any other pop fly.
27. **Home Plate Infraction:** The batter must not step on or over home plate while trying to hit a pitched ball. The batter will be called out if hits a legal hit and touches or crosses over the plate. There are no outer boundaries for the batter’s box.
28. **Woodbine Park:** No children, alcohol, illegal drugs or pets are allowed in the dugout. The City of Kingston has a no tolerance policy in regards to alcohol and illegal drugs. In the park anyone found in possession of such will be charged by the City Police who patrol the parks from time to time to enforce this. Anyone found in possession of either substance will be immediately suspended from playing in the league by the discipline committee.
29. **Bunting:** The batter will be called out if they bunt or do not take a full swing.
30. **Sliding:** In the event a player slides into a base, they will be called out
31. **Gloves:** First baseman’s trapper or catchers blocker are only permitted to be used at first base or home plate. A player found to be in a field position other than those described with said gloves will be asked to remove the glove from the field of play.
32. **First Base:** The batter cannot be thrown out at first base by a ball thrown by an outfielder or rover. Once the base is occupied they can be thrown out on a fly ball.
33. **Base Distance:** Bases are set at 65 feet with a safety bag at first.
34. **Scorekeeping:** Both teams are responsible for keeping score. In case of mistakes score keepers should check periodically with the other teams score keeper.
35. **Pitcher Hit:** If a batted ball strikes the pitcher the batter is called out.
36. **Pitching Type:** No windmill pitching will be permitted. This is a slow pitch league and pitches must be thrown underhand.
37. **Base Stealing:** No stealing of bases is allowed.
38. **Ball off Home Plate:** If the batted ball bounces off the plate it is still fair, as the plate should rest completely inside the baselines.
39. **Interference:** If the batter (or their thrown bat) or a base runner makes contact (intentionally or unintentionally) with a fairly batted ball, they are out and the play is dead. Any runner hit by a thrown ball while running shall receive the base in front of them. If a runner is hit by a batted ball while on base, the ball is dead and the batter receives a new pitch. Any batter that throws their bat will be called out in order to ensure the safety of the catcher and umpire.
40. **Base Runners:** An advancing base runner has a right of access along the base path unless a fielder is playing the ball. If a fielder without the ball interferes with a base runner (by blocking their path or faking a tag) the play remains live but the umpire ensures that all runners get to at least the base that they would have reached without the interference. If the fielder fakes a tag without having possession of the ball, the runner is awarded one base. If a runner interferes with a fielder fielding a batted ball, the runner is out. If a runner intentionally interferes with a fielder or a throw to prevent a double play, both runners are out. A runner is allowed to run around a fielder only if the fielder is waiting to play the batted ball. If a runner goes more than 3’ off the line to the base to avoid a tag from a fielder who has the ball, they shall be called out.
41. **Overthrow:** When any fielder throws a ball out of bounds, all runners get two bases from the last base they occupied when the ball was thrown. (this usually results in only one free base from the time the ball actually goes out but can mean two full bases for a runner who is standing on first or second) If a fielder accidentally carries the ball out of bounds or it is knocked out (on a tag play for example) the runners get one base from the moment the ball left the field.
42. **No Blood:** All captains **should** have first aid kits available for their teams. If any player is injured such that their blood might be a danger to other players, they must leave the field for first aid to clean the injury and stop the flow of blood. The injured player should be replaced by a pinch runner or substitute fielder. If a sub isn’t available the game should be paused.
43. **Umpires:** As this league is for fun and camaraderie, all calls are at the discretion of the umpire. No arguing of calls will be permitted and no abuse of umpires will be tolerated. In the event of such actions, the offending player will be ejected for the remainder of that game and from their next scheduled game. The incident will be reviewed by the leagues discipline committee who will inform the team representative if any further suspensions will be taken. Should the incident involve physical contact with the umpire or any players, police will be called and the player is automatically suspended from any further game play with the league. No appeal process will be available or granted.
44. **Forfeiting:** Team captains are responsible for contacting the other team’s captain before their scheduled game if they cannot field a team. Any forfeits will result in a win for the other team. The forfeiting team’s captain is also responsible for contacting the league convener.
45. **Sprit Points:** Teams will decide after each game how sportsmanlike (sprit points) the other team was. Teams will rate each other out of 5. These points are to be emailed by team captains after the game to the league convener. At the end of the season the team with the most points will receive the most sportsmanlike trophy.
46. **Submitting Scores:** Winning teams are responsible for emailing scores to the Convener after the game has been completed. It is important to get game scores in on time so that the standings can be updated. Standings, rules, schedules and waivers can all be found at: [www.kingstonthunder.com/3pitch.php](http://www.kingstonthunder.com/3pitch.php)