



2018 SOFTBALL

Coed/Men's/Women's League

Updated July 2018

BREC ATHLETICS

6201 Florida Blvd

Baton Rouge, LA

225.272.9200

THE RECREATION AND PARK COMMISSION FOR THE PARISH OF EAST BATON ROUGE

Dear Team Manager,

On behalf of the Recreation and Parks Commission for the Parish of East Baton Rouge, we would like to welcome you as a participant in our Adult Softball Program.

Our goal is to offer quality sports programming at affordable prices and see that each participant has an enjoyable leisure experience.

Please read the rulebook at your first opportunity to familiarize yourself with our league's rules and regulations.

League games shall be governed by the USSSA, United States Specialty Sports Association, rules with the following change for local situations.

We now have an online registration system. You can establish your online account at www.brec.org. For additional information, you can contact deveta.webb@brec.org or you can also visit our department's web site at <http://www.brec.org/index.cfm/subhome/athletics>.

All managers/coaches must take the SPORTSMANSHIP class. (NFHS Sportsmanship Course <http://nfhslearn.com/courses/37000>) Submit completion certificate with team registration form.

All manager/coaches must take the CONCUSSION training course (Center for Disease Control and Prevention Concussion Training Course <https://www.cdc.gov/headsup/youthsports/training>) Submit completion certificate with team registration form.

Again, welcome to our program. Wishing you and your team a very enjoyable and successful season.

Sincerely,

BREC Athletics



The Recreation and Park Commission for the Parish of East Baton Rouge reserves the right to make changes to this document as necessary during the season.

ARTICLE I -GOVERNING RULES

All coaches and officials are required to take and complete a Sportsmanship Course offered through the National Federation of State High School Associations (NFHS). Coaches and officials are also required to complete a concussion training course offered through the Centers for Disease Control and Prevention. The completion certificates for the Sportsmanship training as well as the Concussion training must be submitted when your team registration packet is submitted. If any coach does not submit his/her completed certificates will not be eligible to coach until the coursed are completed and their certificates are submitted.

- Sportsmanship Course Link: <http://nfhslearn.com/courses/37000>
- Concussion Course Link:
<https://www.cdc.gov/headsup/youthsports/training/>

Softball Terminology:

- **APPEAL PLAY** refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.
- **BALL** refers to a pitch that does not enter the strike zone in flight, nor conforms to the fairly delivered pitch stipulations and is not struck at by the batter.
- **BASE** refers to one of the four stations, which must be touched by a runner in accordance



with the rules that follow, to legally score a run. The term is most often applied to the bags marking the designated spots.

- **BASE PATH** refers to imaginary line 3 feet to either side of a direct line between two bases. The runner is restricted to the 3 foot line in some cases.
- **BASE ON BALLS** permits a batter to gain first base, without liability to be put out and is awarded by the umpire when three pitches are adjudged to be balls.
- **BASE–RUNNER OR RUNNER** is a player of the team at bat who has hit a fair ball or who has been awarded first base for any reason before he is put out.
- **BATTED BALL** refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.
- **BATTER** refers to the offensive player who takes a position in the Batter's Box with a 0-0 count. The batter walks on 3 balls and is out on 2 strikes.
- **BATTER–RUNNER** is the term identifying the offensive player who has just hit a fair ball and applies until he is either put out or until the play on which he became a runner is ended.
- **BATTER'S BOX** is the area within which the batter takes his position when it is his turn to bat.
- **BATTING ORDER** is the official listing of offensive players in the order in which they must bat.
- **BENCH OR DUGOUT** is the seating facility reserved for team members in uniform when they are not actively engaged in participating in the game.
- **BLOCKED BALL** is a batted or thrown ball that is touched, stopped or handled by a spectator



or person not engaged in the game, or that touches any object which is not part of the legal official equipment, or which hits or goes beyond a designated out-of-play area.

- **BUNT** refers to a batted ball that is intentionally met with the bat and tapped slowly.
- **CALLED GAME** is one that the Umpire-In-Chief terminates play for any reason.
- **CATCH (LEGAL)** is the act of a fielder getting the ball in flight (refer to: **IN FLIGHT**) securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket or other part of his uniform or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced he had complete control of the ball and any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.
- **CATCHER** refers to the defensive player who takes his position behind home plate.
- **CATCHER'S BOX** is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.
- **CHOPPED BALL** is a batted ball that the batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.
- **COACH** refers to a member of the team at bat. Only one coach is permitted in each coach's box to direct the players of his own team while batting and running bases.



- **CONFERENCE** refers to a meeting that takes place anytime a team representative delay the game or requests a suspension of play for any reason and delivers a message (by any means) to any player.
- **DEAD BALL** is any ball not in play or a live ball that becomes dead during play.
- **DEFENSIVE TEAM** is the team that is playing defensively in the field.
- **DOUBLE PLAY** is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.
- **FAIR BALL** is a batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, other than home plate, or that first touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field, that is, over and beyond the outside fence.
- **FAIR TERRITORY** is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.
- **FAKE TAG** is making the motions of a tag without the ball. This may be considered obstruction and the offender may be ejected.
- **FIELDER** refers to any player of the defensive team playing in the field.
- **FLY BALL** refers to any ball batted into the air and before it strikes some object other than a



fielder.

- **FORCE OUT** refers to when a runner is tagged by a fielder with the ball (while on or off a base) or a fielder holds the ball on the base to which a runner is forced to advance before the runner can reach that base and before any succeeding runner is put out.
- **FOUL BALL** is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some object or area in foul territory, or that first touches foul ground beyond first and third base, or which does not conform to the requirements that would make it a fair ball.
 - **NOTE:** An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball.
- **FOUL TIP** is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be the catcher's hands.
- **HOME TEAM** is the team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home team bats in the last half of the innings.
- **ILLEGAL BAT** refers to one that does not meet the requirement/specifications of Rule 2,
- **ILLEGALLY BATTED BALL** is one batted fair or foul by the batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the batter's



box or when his foot is in contact with home plate, or when the ball is batted with an illegal bat.

- **ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of his clothing detached from the proper position on the fielder's body.
- **IN FLIGHT** describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.
- **IN JEOPARDY** is a term indicating that the ball is live and in play and that an offensive player may be put out under these rules.
- **INFIELD** is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions.
- **INFIELD FLY** is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.
- **INNING** is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.
- **INTERFERENCE** is an act where players or others interfere with a player's opportunities.

There are three types of interference:

- **Offensive interference** – When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions.
- **Spectator interference** – Occurs when a person not engaged in the game



touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities.

- **Umpire interference** – Occurs when a fair-batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.
- **LEGAL TOUCH** – Refer to **TAG** for details.
- **LINE DRIVE** is a fly ball that is batted sharply and directly into the playing field.
 - **NOTE:**A line drive should never be considered an infield fly.
- **LIVE BALL** occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.
- **MANAGER** refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.
- **OBSTRUCTION** the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.
 - Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball.
 - The obstruction does not have to be intentional and may be vocal.
- **OFFENSIVE TEAM** refers to a team during its half inning while it is at bat.
- **OUT** refers to one of the three requirements of an offensive team each inning.
- **OUTFIELD** is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between and including the foul lines.



- **OUTFIELDER** refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.
- **OVER SLIDE** or **OVER SLIDING** is the act of a runner when his slide to a base is with such momentum that he loses contact with the base and he is thus placed in jeopardy. This does not apply to the batter-runner, as he is first approaching first base.
- **OVERTHROW** is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.
- **PENALTY** is the application of the rules following an illegal act or violation.
- **PERSON** refers to an umpire or player. This includes all of his body, his clothing or his equipment.
- **PITCH** refers to any delivery of the ball to the batter by the pitcher.
- **PITCHER** is the fielder designated to deliver the pitch to the batter.
- **PITCHER / INFIELDER** – The pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.
- **PITCHING AREA** is the area the width of the pitcher's plate (24 inches) up to six (6) feet behind the pitcher's plate.
- **PIVOT FOOT** is the foot, when placed on the pitcher's plate or pitching area by the pitcher that must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
- **PLAY OR PLAY BALL** is the term used by the umpire to indicate that play shall begin or continue after a dead ball interval.
- **QUICK RETURN PITCH** is a pitch made by a pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes

his position in the batter's box and before he is ready, or when the batter is still off balance from the previous pitch.

- **RETOUCH** is the act of a runner in returning to touch a base as legally required.
- **ROSTER** In all National and World Tournament play, a team shall not exceed 20 players.
- **SACRIFICE FLY** is any caught fair fly ball that permits a runner to SCORE a run after a caught fly ball is first touched.
- **STRIKE ZONE** is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes his natural batting stance adjacent to home plate. Any part of the pitched ball that passes through this zone is a strike.
- **SUSPENDED GAME** is a game called before being completed which is to be completed at a later date.
- **TAG** is the action of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, tag refers to touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.
- **THROW** refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the pitch.
- **TIME** is the announcement by the umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.
- **TOUCH** refers to touching an umpire or player or person. This includes any part of his body, his clothing or his equipment.
- **TEAM REPRESENTATIVE** is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches and players in a game.
- **TRIPLE PLAY** refers to any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.
- **TURN AT BAT** begins when it is any individual player's turn to bat, such as his name listed at the top of the offensive team's batting order at the beginning of an



inning; or when the batter listed immediately preceding him in the batting order completes his turn at bat by being put out or becoming a runner.

Game Balls & Equipment

- Each team will hit their own ball. It is the pitcher's responsibility to make sure the proper ball is being used.
- Umpires will use their discretion in determining if balls are legal and in playing condition.
- THE OFFICIAL BALL to be used shall be of a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by the USSSA.
- The cover shall be of horsehide, cowhide or other material approved by the USSSA and shall be cemented to the core and stitched with cotton, linen or nylon or any other material approved by the USSSA.
- The completed 12" ball shall have a circumference of 12" +/- 1/8" and weigh 6.4 ounces +/- 0.2 oz. The seam shall have not less than 88 stitches in each cover, or 88 simulated stitches in molded cover balls, and yellow in color.
 - The 12" softball shall have a COR of 40 or less under the ASTM test used under the USSSA Softball Ball License Agreement and shall have a compression of not more than 325 pounds under the ASTM test used under the USSSA Softball Ball License Agreement.
- 11" ball shall be 11" +/- 1/8" in circumference and weigh 5.85 ounces +/- 0.2 ounces and shall otherwise be proportional to the 12" ball, and yellow in color.
 - The 11" softball shall have a COR of 44 or less under the ASTM test used under the USSSA Softball Ball License Agreement and shall have a compression of 400 pounds or less under the ASTM test used under the USSSA Softball Ball License Agreement.



- The thread shall be in either flat seam or concealed stitch type which gives a flat surface.
- The stitch color must be blue or red.
- THE OFFICIAL BAT shall be round in cross section, straight in length and measure not more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat
- The bat may be made of hard wood of one piece or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. The bat may also be made of aluminum or other metals, fiberglass, graphite or composite materials.
- The bat may be made in pieces from different materials but must have a closed barrel end, a handle and a taper. The bat may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA Bat Licensing Agreement. The knob portion must be welded or mechanically attached to the bat.
- Any bat with a B.P.F. greater than 1.20 will be illegal. BATS MUST BE IMPRINTED WITH B.P.F. 1.20.
- All legal bats must be approved by U.S.S.S.A. (www.ussa.com)
- Reducing the softball's temperature below that of game conditions is unsportsmanlike conduct.
 - **Penalty:** Ejection and three (3) game suspension for the manager or if the manager is not present, the player charged.



- Catchers, pitchers, and 1st basemen may wear a glove or mitt of any size; all other players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.

Uniforms

- Teams are responsible for supplying their own uniforms. BREC will allow 1 week of a grace period for everyone to get uniforms (matching shirts). After the 1 week, teams will have to forfeit their games if 2 or more players are out of uniform. However, the only requirement is that the shirts be of the same color and have a 6" number on the back of the shirt. Lighter and darker shades of a color will be deemed as the same color.
- All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
- In all programs, batting helmets may be worn by players/coaches at any time.
- It is suggested that pitchers wear a face mask while on the mound.
- NO METAL CLEATS.

Hardship Additions to the Roster

Men's League: Once rosters have been turned in, no additions without the approval of League Director/BREC representative. Must drop to thirteen (13) players or below, only three (3) may be added per season. A \$15.00 fee will be charged per player.

Women's League: Additions may be made up to two (2) weeks into the season without incurring a charge, after this time reverts to men's rule.

Coed League: Same as women's league with the following exception. After the deadline passed, if a team drops to four women or below the team may add up to two (2) women on the roster. If the team drops to four men or below a team may add up to two (2) men on the roster. No more than four (4) additions may be made per year after the two (2) week period.

General



- League games shall be governed by the USSSA, United States Specialty Sports Association rules with the following changes for local situations.
- A **REGULATION GAME** shall have a one (1) hour time limit with no new innings starting after fifty (50) minutes.
- There will be a ten (10) runs ahead rule after five (5) innings
- A fifteen (15) runs ahead will be in effect after three (3) innings
- There will be a one (1) hour time limit, unless the run rule is in effect. This constitutes an official game. A new inning will not start after fifty (50) minutes.
- Teams can start a game with as few as eight players and may bat up to 12 players. A team may have two (2) AH's. If ten (10) players are available ten (10) players must start; only ten (10) play in the field.
- A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first basemen, (4) second basemen, (5) third basemen, (6) shortstop, (7) left fielder, (8) center fielder, (9) right fielder, (10) short fielder (usually left center) and may have (11 or 12) additional hitters. Some programs can start and/or finish the game with nine players.
 - A. Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is made.
 - B. The pitcher, in delivering the ball, must be in legal position at the pitcher's plate or in the pitching area.
 - C. As each pitch is delivered, the catcher must be in the catcher's box
- Batters will start with a one ball and one strike count. Batter will be allowed one (1) foul after the second strike.
- NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter.
 - Late players may be added to the bottom of the line-up to get to ten (10) batters. A team can NOT add an AH after the games starts.
- Teams will be allowed three (3) field conferences per game.



- MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:
 - A. Incite, or try to incite by word, or sign, or demonstration either opponents and/or spectators.
 - B. Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators.
 - **NOTE:** Use of profane or abusive language or taunting will not be tolerated.

****Players violating sections A or B above can be ejected from the game without warning.****

- C. Argue balls and strikes calls.
- D. Be outside of the vicinity of the coach's boxes or the designated dugout (bench) area if not a batter, base runner, on-deck batter, or one of the ten players on defense.
- E. Commit any act that could be considered unsportsmanlike conduct.
- F. Carelessly throw a bat.
- Injured players that are removed from the game without a substitute will be declared out when their turn comes to bat.
- A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:
 - The batter-runner being put out legally before touching first base.
 - A base runner forced out at any base.
 - A base runner being called out for leaving a base too soon on a pitched ball.
 - A preceding base runner being called out for failure to touch a base.
 - The batter-runner being called out for carrying his bat to first base or beyond.
- A BASE RUNNER SHALL NOT SCORE A RUN ahead of a base runner preceding him in the team's batting order if the preceding runner has not been put out.



- A preceding runner appealed out for missing a base does not affect the following runners on a first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the defensive team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted unless the appealed out is the third out of the inning. If no appeal is made, then all the runs scored are counted.
- Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the pitcher's plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
- If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.
- A game that is TIED at the end of seven innings, or one (1) hour, shall be continued by playing additional innings until one team has scored more runs than the other at the end of a completed inning or the team second at bat scores more runs in their half of the uncompleted extra inning.
- The umpire is empowered to call a game at any time because of rain, darkness or for any other cause which puts the umpire, players or the patrons in peril.
- A game called by the umpire, during regular season play, may be regulation if four or more innings have been played or if the team second at bat has scored as many or more runs during the uncompleted fourth inning.
- A regulation game shall be declared if the score is TIED when the game is called after four or more completed innings, or if the team second at bat has equaled the score of the first team at bat, while batting during any uncompleted inning.

Pitching:

- LEGAL POSITIONS OF THE PITCHER'S FEET.



- A. The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to six (6) feet behind the pitcher's plate.
- B. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
- C. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or pitching area. After taking the initial position, the pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- D. After the release of the pitch, there are no restrictions on pitcher's subsequent movements or the fielding positions he may assume as a defensive player.
- PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.
 - A. After assuming the pitching position on the pitcher's plate or in the pitching area, the pitcher must present the ball in FRONT OF HIS BODY (for at least one second) in either one or both hands before starting the delivery motions. Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.
 - B. The pitcher may hold or grip the ball in any manner before delivery.
 - C. Only a definite underhand motion is permitted in the delivery of the pitch.
 - D. Once the pitcher begins his delivery motions; the umpire shall not give a call or signal for "time" unless something unusual occurs.
 - E. The pitched ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's

box. From this point, the umpire shall not give a call or signal for “time” unless something unusual occurs.

- F. Pitcher must face home plate on delivery of pitch.
- ILLEGAL PITCHER’S ACTIONS INCLUDE:
 - A. Holding the ball by the pitcher longer than 5 seconds.
 - B. Throwing the ball by the pitcher to any fielder, unless making preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.
 - C. After a pitch is made, throwing the ball by the catcher to any fielder except the pitcher.
 - The umpire should immediately indicate “DEAD BALL” and award a ball to the batter.
- TYPE OF PITCH PERMITTED.
 - A. The ball must be pitched in a definite underhanded motion at slow speed.
 - B. The pitched ball must arc at least 3 feet after leaving the pitcher’s hand and before it passes any part of home plate.
 - C. The pitched ball shall not rise higher than 10 feet above the ground.
 - D. The pitched ball must arc at least three (3) feet after leaving the pitcher’s hand and before it passes any part of home plate.
 - E. The pitched ball shall not rise higher than ten (10) feet above the ground.
- NO PITCH shall be declared immediately when:
 - A. The pitcher pitches during a dead ball interval.
 - B. A base runner is called out for leaving a base too soon.
- A FAIRLY DELIVERED PITCHED BALL includes all pitches that the pitcher delivers in accordance with the several preceding paragraphs and provisions of the pitching rule.
- UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:
 - A. Any pitched ball that does not conform to all requirements of a fairly delivered pitched ball.



- B. All pitches made by the pitcher when not conforming to pitching restrictions.
- C. Delivering a pitch from other than the pitcher's plate or pitching area and pitcher's position.
- D. A quick-return pitch.
- E. The pitcher failing to face home plate on delivery of the pitch.
 - In each case, an unfairly delivered ball shall be declared a ball by the umpire provided, however, that if the batter strikes at any unfairly delivered pitch, it shall be declared a strike with no penalty for the unfairly delivered pitch. The ball remains in play if batted by the batter.

Batting:

- THE BATTING ORDER of each team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or team representative. SHOULD an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Umpire-In-Chief, prior to the starting time of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams, for their inspection and knowledge. The lineups are considered official once the umpire puts the ball in play to begin the game.
- Each manager must have submitted his own team's lineup, before he can have access to the lineup of his opponents. The umpire may forfeit the game if there is unwarranted delay in providing a lineup for batting order purposes.
 - A. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.
 - B. Each player of the side at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet.
 - C. The first batter in each following inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.



- D. A batter completes a time at bat when he has either been put out or has become a base runner.
- E. When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled.
- Batting out of order is an appeal play by the defense
 1. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes.
 2. If the mistake is discovered after the incorrect batter has completed the turn at bat and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out was the third out.
 3. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, the next following batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation
 4. No base runner shall be removed from the base he is occupying to bat in his proper place. He just misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.
- THE BATTER IS OUT IF:
 - A. He/she bats illegally.



- B. He/she hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.
 - If the batter hits the ball with an altered bat, the ball is dead, the batter is out, and he is ejected from the game/tournament, and immediately reported to the State Director for consideration of disbarment proceedings.
- C. He/she bunts or chops the ball deliberately downward (either fair or foul).
- D. He/she has a third strike.

Note: The batter is out on 3 strikes and walks on 4 balls.

- He/she hits first foul after one strike, then the ball is dead.
- E. He/she steps across the plate with the pitcher in pitching position.
- F. He/she intentionally interferes with the catcher attempting a play.
- G. Any member of his team interferes with a fielder attempting to make a play on a foul fly ball.
- H. He/she hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs.
- I. He/she hits a fly ball that is legally caught.
- J. He/she hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.
- If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a foul ball.
- If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly.

Balls, Strikes, and Fouls:

- A STRIKE IS CALLED BY THE UMPIRE:
 - A. For each fairly delivered pitched ball by the pitcher that passes through the strike zone before touching the ground.



- 1. The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his FRONT KNEE.
 - B. For each pitch struck at and missed by the batter.
 - C. For a batted ball striking the batter, while he is in the batter's box with no strikes.
 - D. For each foul tip. The batter is out if this is the second strike.
 - E. For a foul ball not caught on the fly with no strikes.
 - F. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.
 - G. When the batter delays entering the batter's box after the umpire signals play ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.
- A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by batter if:
 - A. The pitched ball does not enter the strike zone.
 - B. The ball strikes the ground before passing completely across home plate, or any part of the plate.
 - C. A pitched ball strikes any part of home plate.
 - D. Any unfairly delivered pitch is made and not struck at.
 - E. There is an illegal pitcher action.
 - F. A pitched ball is not released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
 - G. The catcher fails to return each pitch that is not hit directly to the Pitcher.
- The pitched ball is dead after each ball, strike or illegal pitcher action and must be returned immediately to the pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.
- A FAIR BATTED BALL is a legally batted ball that is immediately in play.
 - 1. A batted ball which first falls to the ground in foul territory and then rolls or bounces into fair territory, before passing first or third bases, and without having touched some object other than the ground, is a fair ball. A batted ball first touching the ground in fair territory, then rolling into foul territory and then

again rolling into fair territory, is also a fair ball provided the ball did not touch anything while over foul territory other than the ground.

- 2. A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.
- 3. When a batted ball passes out of the field over a fence the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.
- 4. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.
- 5. A fly ball falling beyond first or third base is judged at point of first contact.
- A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball.
 - A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.
 - 1. It is a strike unless the batter already has two strikes.
 - 2. A foul fly may be caught, thus putting the runners in jeopardy.
 - 3. A foul ball not caught is a dead ball, and the runners must return to their bases.

Baserunning:

- A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: first, second, third and home base.
- A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally or if forced to leave the base because the batter becomes a base runner and thus forces him to leave his base.
- THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.



- The batter-runner is in jeopardy immediately:
 - 1. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder, other than the pitcher. The ball is dead immediately and the batter is entitled to first base without liability to be put out.
 - 2. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play with all runners being in jeopardy.
 - 3. The pitcher becomes an infielder after releasing the pitch to the batter and when, in the opinion of the umpire, has a reasonable opportunity to field a batted ball. (This will be considered an umpire's judgment.)
- The batter is awarded first base:
 - When three balls are called by the umpire
 - When the pitcher tells the umpire to intentionally walk a batter
 - If the catcher or other fielder obstructs or prevents him from striking at a pitched ball. The offensive manager has the option to accept obstruction or result of the play.
- When a batter is obstructed, the batter is awarded first base because of the obstruction, EXCEPT that if the batter succeeds in hitting the pitch and reaches first safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.
- A Batter-Base Runner is out:
 - A. When he/she is hit by his own batted ball in fair territory, after leaving batter's box.
 - B. When he/she drops the bat in fair territory and it makes contact with a fair ball by moving into the ball.
 - C. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.

- D. When, after a fair ball, a fielder holds the ball on first base before he/she touches or passes that base.
- E. When, after reaching first base safely, he/she over runs or over slides that base and then makes an attempt to start to second base before returning to first base.
- F. When, after hitting a fair ball, and while the ball is still live, the batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the third out of an inning, no runs shall score.
- G. When, after hitting a fair ball, and while the ball is still live, the batter-runner goes into dead ball territory.
- H. When he/she runs out of the 3 foot line and interferes with a fielder taking the throw or making a play at first base.
- I. When he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the umpire is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out
- A baserunner is out under the following circumstances:
 - A. When a base runner fails to keep contact with the base to which he/she is entitled, until a pitched ball touches the ground, has reached or passed home plate, or is batted.
 - B. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder catching a ball or throwing a ball, or with a thrown ball.
 - C. When a base runner is struck by a fair batted ball on fair ground while off his/her base and before it touches a fielder or passes a fielder.
 - D. When a base runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with his/her base.
 - E. When a base runner runs bases in reverse order other than when permitted to.

- F. When a base runner who has been put out continues to run the bases, thus simulating a live base runner, and thereby draws a throw to retire them a second time.
- G. When members of the team at bat stand or collect at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.
- H. When a coach intentionally interferes with a live batted ball or thrown ball.
- I. When a coach runs in the direction of home plate or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in his/her direction.
- J. When a base runner is attempting to score and the next batter or other team members interfere with the attempted play.
- K. When a member of the offensive team or their equipment causes a blocked ball.
- L. When anyone other than another runner physically assists him while the ball is in play.
- M. When, while the ball is in play, he/she is legally touched with the ball in the hands of a fielder while not in contact with a base.
- N. When, on a force out, a fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach the base.
- O. When running toward any base, he/she runs more than 3 feet from a direct line between a base and the base he is trying for to avoid being tagged with the ball in the hands of a fielder.
- P. When a base runner PHYSICALLY PASSES a preceding runner before that runner has been put out.
- Q. When a base runner fails to attempt to advance and goes into dead ball territory.

- R. When he positions himself/herself behind, and not in contact with, the base to get a running start.
- S. When a base runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the fielder legally holds the ball on that base.
- T. When a base runner leaves his/her base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base left, or if a fielder touches the runner with the ball before the runner returns to retouch his/her original base.
- U. When a base runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play and the ball is held legally on the missed base or the runner is legally touched with the ball while off the base.
- V . Whenever the catcher or any fielder clearly has the ball and is waiting to tag the runner, the runner must slide or attempt to avoid contact. If, in the umpire's judgment, the runner deliberately and forcefully runs into the defensive player, the runner is declared out and shall be ejected from the game. The ball is declared dead and all other runners must return to the last base touched at the time of the collision.
 - NOTE: The catcher or any fielder may not block the pathway of the runner unless he/she has possession of the ball or is in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight)
- Base runners are allowed to advance with liability to be out:
 - A. When any live ball continues to be in play.
 - 1. The umpire shall call "TIME" when base runners cease to try to advance, because the fielders have the ball ahead of them and all immediate play is apparently completed.
 - 2. Base runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above

stipulations, they are to remain until able to leave this base legally on the next pitched ball.

- B. When, during a live ball play, following a batted ball, the ball is overthrown in either fair or foul territory and does not become a blocked ball.
 - C. When any legally caught fly ball is first touched by a fielder.
 - D. When a live thrown ball strikes the person of an umpire or base runner.
 - E. When a fair batted ball or a live thrown ball accidentally strikes a coach.
 - F. When another base runner physically passes a preceding base runner.
 - G. When a preceding base runner fails to touch a base as required.
 - H. When a fielder deliberately contacts or catches a batted or thrown ball with his cap, glove or any part of his/her uniform or equipment, while it is detached from its proper place on the fielder's person.
- Base Runners are allowed to advance to the next base without liability of being out:
 - A. When a fair batted ball goes over the fence or into a stand without touching the ground, the batter shall be entitled to a home run.
 - 1. When a batted ball, either fair or foul, is legally caught on the fly while the fielder's feet are still within the established lines of the playing area, the batter is out even though the fielder's momentum may cause him to fall over the fence, into a dugout, or patron areas, or cross a line, or marking the out of play area, provided in the umpire's judgment the catch was completed. The ball is declared dead and each and every runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.
 - B. When a fair batted ball bounds or rolls into a stand over, under or through a fence or other boundary of the playing field, base runners are awarded two bases, from the time of the pitch.
 - C. When a fielder catches a ball with an illegal glove, the catch is nullified.

- D. When forced to advance because of the batter being awarded first base.
- E. When he is obstructed by a fielder between the bases or as he rounds a base, unless the fielder is trying to field a batted ball or had the ball in his possession ready to tag the runner.
- F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.
- G. When an accident or incident occurs that prevents a base runner from proceeding to a base to which he/she is entitled, as on a home run or other awarded base, a substitute runner shall be permitted to take his place when a play is resumed so to complete the play.
- No base runner may return to retouch a missed base, after a following runner has scored.
- Two base runners may not occupy the same base simultaneously.
- A base runner returning to a base to retag a base on a fly ball caught and thrown by a fielder to any base. If the ball is thrown by a fielder into the restricted area, the base runner shall be awarded the base he must retouch, plus one base. Since the base runner is required to regain the base he first occupied, he is awarded that base and only one more.
- Base Runners must return to their bases:
 - A. When any foul ball is not legally caught.
 - B. When any illegally batted ball occurs.
 - C. When a proper batter is out on appeal for failing to bat in order.
 - D. When an offensive player is called out for interference.
 - E. When an umpire or base runner is struck by a fair batted ball, before it touches a fielder or passes any fielder other than the Pitcher.
 - F. When time out is called by the umpire.
- Stealing Bases:
 - Base runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground

- 1. Each pitch not hit becomes dead and base runners must immediately return to their base, as the catcher is returning the ball to the pitcher at his position.
 - 2. After a runner has returned to his/her base, he/she cannot leave it again, during a pitched ball situation until the pitched ball again reaches home plate, is batted or touches the ground.
- Base Runners are not out:
 - A. When a batter-runner overruns or over slides first base and immediately returns to that base.
 - B. When a base runner is required to return to a base and is not given sufficient time to return.
 - C. When a base runner is touched with the ball not securely held by a fielder.
 - D. When a defensive team does not attempt an appeal play until after a next pitch is made
 - E. When a base runner holds his base until a fly ball is touched, and then attempts to advance.
 - F. When a base runner runs outside a baseline, and behind a fielder attempting to field a batted ball.
 - G. When a base runner runs outside the baseline, other than to avoid a fielder attempting to tag him/her with the ball.
 - H. When a base runner is hit by a batted ball that has passed or touched a fielder.
 - I. When a base runner makes contact with a fielder, not entitled to field the ball, when more than one fielder is attempting to field a batted ball.
 - J. When a base runner sliding into a base dislodges it from its proper position.
 - Following runners are not required to touch a base if the base is several feet removed from its proper location.

- K. When, while in contact with the base, the base runner is hit with a fair batted ball unless the umpire rules that the ball was intentionally interfered with, or a fielder interfered with, while attempting to field a batted ball.
- L. When while in contact or off of a base, the base runner is hit with a fair batted ball that first hits a base unless the umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.

Live Ball:

- The ball is live and in play:
 - A. When the pitcher has the ball in his/her possession at the pitcher's plate or in the pitching area.
 - B. When the pitcher delivers the pitch toward home plate.
 - C. When the batter hits the pitched ball legally.
 - D. As long as there is a play resulting from a legally batted ball.
 - E. When a live ball strikes a photographer, groundskeeper, policeman, or others when they are assigned to the field as part of the game.
 - F. When a fly ball is legally caught (unless it is the first foul caught after one strike.)
 - G. At all times during the enforcement of the infield fly rule.
 - H. When any thrown ball goes into foul territory and is not blocked.
 - I. When a fair-batted or thrown-live ball accidentally strikes the coach.
 - J. When a thrown ball strikes an umpire or offensive player.
 - K. When a fair-batted ball strikes an umpire or base runner after touching a fielder or after passing any fielder including the pitcher/infielder.
 - L. When a fair ball strikes the umpire or offensive player on foul ground.
 - M. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.

- N. When obstruction is called but the runner obstructed cannot be put out until he reaches the base to which he is entitled because of the obstruction.
- O. When a base runner must return to a base in reverse order while the ball is live and in play.
- P. When a base runner is called out for passing a preceding runner.
- Q. When a base runner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while base runners are progressing around the bases.
- S. When a base runner is called out for being out of the baselines.
- T. When a base runner is forced or tagged out.
- U. Whenever the ball is not DEAD
- The ball is dead and not in play:
 - A. When no pitch is declared.
 - B. When an illegal pitcher's action is declared.
 - C. When a base runner is called out for leaving a base too soon on a pitched ball.
 - D. After each pitched ball and strike not batted.
 - E. When a pitched ball touches any part of a batter's person.
 - F. When a batter bats illegally or hits the ball with an illegal or altered bat.
 - G. When a batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
 - H. When the batter is hit by his/her own-batted ball, either fair or foul.
 - I. When a foul ball is not caught in the air.
 - J. When a batter steps completely across the plate, with the pitcher on the pitcher's plate or in the pitching area.
 - K. On an intentionally dropped fair fly ball or line drive, by an infielder.
 - L. When the batter hits a first foul after one strike.
 - M. When an offensive team member or their equipment causes a blocked ball.

- N. When an offensive team member causes interference.
- O. When the base runner deliberately crashes into a defensive player who is waiting to make a tag.
- P. When a base runner is off a base and is hit with a fair-batted ball before the ball is touched by or passes through the infielders.
- Q. When a blocked ball occurs.
- R. When the ball gets outside the established limits of the playing field.
- S. When a coach intentionally interferes with a batted or live-thrown ball.
- T. When a ball is caught with an illegal glove in any manner.
- U. When a spectator or other person not in the game causes interference.
- V . When a batted ball hits an umpire before the ball is touched by, or passes through the infielder, the batter is awarded first base. No base runners may advance except to make room for the batter-runner.
- W. When "TIME" is called for any reason by the umpire.
- X. When there is obstruction on the batter, which is enforced

Coed:

- Teams may play with as few as eight (8) and as many as twelve (12) as well as any number in between.
- On defense, no more than five (5) males or six (6) females may be utilized.
- Male position must be no more than two (2) in the outfield, no more than two (2) in the infield, and either the pitcher or catcher must be a male.
- When batting eleven (11) players the AH must be a female.
- When batting twelve (12) players the AH's may be two (2) females or one (1) female and one (1) male.
- Must have male/female battery (pitcher/catcher).
- Two males batting in succession is an automatic out.
- Males will bat opposite their natural batting stance. (Sunday league only)
- When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next batter having the option to walk or bat, if female.



- The 11” softball will be used when a female is batting and a 12” softball will be used when a male is batting. It is an appeal play when the wrong ball is pitched to the batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she has at the of the pitch. Also, any base runners must return to base occupied at the time of the pitch.
 - The 11” softball shall have a COR of 44 or less under the ASTM test used under the USSSA Softball Ball License Agreement and shall have a compression of 400 pounds or less under the ASTM test used under the USSSA Softball Ball License Agreement.
 - The 12” softball shall have a COR of 40 or less under the ASTM test used under the USSSA Softball Ball License Agreement and shall have a compression of not more than 325 pounds under the ASTM test used under the USSSA Softball Ball License Agreement.
- A person may only play on one (1) all male or female team and one (1) co-ed team of the same sport, concurrently. Exception: A person may participate on one (1) Sunday team without violating the above policy. Violation will result in automatic suspension of the player for the remainder of the season. Further action may be necessary per the BREC sports operating code.
- Home run rule: 3 – any person hitting a home run above the limit will be declared out.
- The batter who hits the home run and any runners on base do NOT need to advance to the next base and should go directly to the dugout.

Men’s:

- Home run rule: 3 – any person hitting a home run above the limit will be declared out.
- The batter who hits the home run and any runners on base do NOT need to advance to the next base and should go directly to the dugout.



Substitution Rules

- A PLAYER or a SUBSTITUTE shall be officially in the game when his name has been entered on the official score sheet, and in possession of the Official Scorer or who has been announced as a substitute by his manager. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:
 - The manager of the team making the substitution or the substitute should immediately notify the umpire.
 - If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:
 1. When he takes his place in the batter's box.
 2. When he takes the place of the fielder substituted for.
 3. When he takes the base runner's place on the base he/she was holding.
 4. When he occupies the pitcher's plate and delivers a practice pitch.
- Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal.
THERE IS NO PENALTY APPLIED FOR THIS UNANNOUNCED SUBSTITUTE.
- Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the pitcher's plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
 - Any other player may be substituted for or removed from the game whenever the ball is dead.

PICK-UP PLAYERS

Teams are permitted to add a maximum of two players to prevent a forfeit as follows:



- Pick-up players must be on a current BREC roster. No exceptions for this rule will be made.
- Players may only play up from the highest level they are currently participating at on a given night. For instance, no Men's or Coed Intermediate player may play in any Recreation Division as a pick-up player.
- The opposing teams must be made aware of pick-up players prior to the start of a game.

Courtesy Runner

Any eligible player on the official line-up including available substitutes may be used as a Courtesy Runner. Only one (1) Courtesy Runner may be used per inning. For Co-Ed play "ONLY" you may have one (1) Male Courtesy Runner & one (1) Female Courtesy Runner per inning. A player can only be a Courtesy Runner once per inning. Example: Bob was a courtesy runner of Alex, Bob can't be a courtesy runner again until that inning has been completed. The Courtesy Runner is selected using the following order:

- Any player that is currently playing in the game.
- The order of selection may be changed due to the flow of the game. The intent of the selection order is to keep the Courtesy Runner from being on base when it is their turn to bat.
- The penalty should the Courtesy runner be on base when it's their turn to bat is: They are removed from the base (with no runner allowed to take their spot on the base) and placed at bat. Should this create the 3 out of the inning, they would bat first the next inning

Note: males are to run for males & females for females.

Above all, do NOT CONFUSE THE COURTESY RUNNER with the SUBSTITUTION RULE.

Park Policies

No alcoholic beverages may be brought onto or sold on BREC property. (City Parish Ordinance, Title 13: Section 13:1010)



Pets must be leashed at all times and droppings removed. For information on our Dog Park locations, please call 272-9200 ext. 400. (City Parish Ordinance Title 14, Chapter 2, Sec. 14:204)

Firearms, explosives and weapons of any type are prohibited in all park areas. (City Parish Ordinance, Title 13: Section 13:1011)

Gambling or games of chance are prohibited on BREC property. (City Parish Ordinance, Title 13: Section 13:90.2)

Smoking of tobacco products are not permitted in public parks. (City Parish Ordinance Title 12, chapter 9, Sec. 12:602)

Amplified music, sound systems and voice amplification devices are not permitted without written consent from BREC. Personal music players are allowed but at no time can music interfere with other programs on site or the immediate surroundings. (City Parish Ordinance, Title 12, Chapter 2, Sec. 12: 100-104)

Please help keep your parks clean by placing all trash and litter in receptacles provided at all BREC parks. For safety purposes glass containers are prohibited within parks.

Sale of merchandise, food and beverage, solicitation of fees or donations, or conducting any type of business or event, including distribution of flyers, signs or other advertising mediums is prohibited without permit from BREC Commission. (City Parish Ordinance Title 3, Chapter 5, Sec 3:90- 93) For additional information regarding permits see Special Events.

Park patrons are advised to be cautious of purchasing any product or merchandise from a vendor in a BREC park not displaying a BREC Permit or not selling from a designated BREC concession stand.

Teams/Spectators may not play their own music inside of a BREC facility before, during, or after games.



Teams violating any BREC park policy may be subject to forfeiture of the game and/or expulsion from the league with NO refund.

Returned Checks

Teams will be eliminated from any further league play for non-payment of league fees.

Forfeits

Game time is forfeit time. The field supervisor's or umpire's watch represents the official time. Any time eight players are at the diamond; the game must start. If a team plays with only eight players, the ninth and tenth batting positions are not out and may be added at any time in the game, but they must be added to the bottom of the line-up. Players must be on the field, or in the dugout to be considered at the diamond.

Forfeit Limits: A team which exceeds its maximum limit may be dropped from the league without a refund. Maximum limits:

- Teams which play one game per week2 forfeits
- Teams which play two games per week3 forfeits

Refund Policy

No refunds will be given unless a league is cancelled. If rule violations result in a team being removed from the league, the following refund formula will be used.

- Teams expelled between the date of registration and the beginning of their leagues first game **will forfeit 100%** of their registration fee.
- Teams expelled after the start of their first game **will forfeit 100% of fee.**

Rain Make-Ups

- In most cases, teams will receive at least one week notice of schedule changes.
- In emergencies, teams may be asked to play with less notice.
- Managers will receive a rain make-up schedule through email upon games being rescheduled.



Roster Checks

BREC staff reserves the right to randomly check team rosters for player validity. The manager is responsible for keeping up-to-date team roster records. This practice can eliminate any question as to whether a team member is eligible to play. Players must present BREC staff with a form of photo identification upon request. Any player or team information which is not correct on a team's roster, and/or the use of illegal or ineligible players will result in league discipline.

Code of Conduct

- No manager, player, or spectator shall physically/verbally threaten, lay a hand upon, shove, or strike an official, field supervisor, staff member, player and/or spectator.
- No manager, player, and/or spectator shall be guilty of objectionable and/or disruptive verbal demonstrations of dissent at an official's or field supervisor's decision or refuse to abide by official's or field supervisor's decision. No manager, player, and/or spectator shall be guilty of verbal abuse to include references to an individual or group's race, religion, gender, national origin, disability or age.
- Participants shall not use flagrant rough tactics against an opposing player.
- There shall be no unnecessary throwing of equipment, or any other objects.
- There will be no cause for defacement or destruction to any public facility or equipment.
- Participants (managers, coaches, players, etc.) may not falsify their own name or any other player's name on a team roster, scoresheet, or any other league document. The use of ineligible or illegal players is not permitted.
- Individuals and/or teams violating the Code of Conduct will be subject to league discipline. The discipline may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.



Game Protests

1. Protests based on questions of the official's judgment will not be considered. The only protests ruled upon must concern misinterpretation of playing rules, ground rule, improper equipment or player eligibility.
2. All protests must be made to the head official/site supervisor. It must be noted in the scorecard. A written protest must be submitted by the manager to BREC within 24 hours following the alleged incident. All protests must be accompanied by a \$25 protest fee.
3. Same process, other than notifying official or site supervisor, applies to those leagues that are non-officiated.
4. The burden of proof, regarding any protest, falls upon the manager making the protest. If the protest is upheld, the \$25 will be refunded. If the protest is overruled, it will be forfeited.
5. The validity of the protest will be determined within 7 days. Officials, players, and managers may be requested to attend a hearing to determine the validity of the protest. The final ruling will be the responsibility of BREC, including but not limited to game forfeiture.

Suspensions

- A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes.
- If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.
- If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by BREC staff.
- If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of BREC indefinitely, pending review by staff



BREC reserves the right to re-evaluate the rules and place improvements in place for any current rules and/or violations. BREC reserves the right rule on any items not covered in the document and to expand the rule basis.

All managers/coaches must take the SPORTSMANSHIP class. (NFHS Sportsmanship Course <http://nfhslearn.com/courses/37000>) Submit completion certificate with team registration form.

Approved Bats / Bat Markings

- <http://web.usssa.com/usssa/usssa-general/licspmfg.htm>
- <http://web.usssa.com/usssa/usssa-general/SoftballBatMarks.pdf>

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discipline. The discipline may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.

Injury, Bleeding or Open Wound:

A player/substitute, manager, coach, trainer, or other team member or sports official who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

1. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment.
2. If excessive time is involved, the re-entry rule would apply to players.
3. If there is an excessive amount of blood on the uniform/bandage must be changed before the individual may participate.

Concussion Protocol:

Any player that exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not be returned to play.

Communicable Disease Procedures:

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential or transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.



2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from proper dilution of household bleach (CDC recommends 1-100) or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles contain body fluids.

The referee shall not permit any team member to participate if in his/her judgement any item constitutes a safety concern, such as, but not limited to, a player's fingernails or hairstyles.





COACHES CODE OF ETHICS PLEDGE

I hereby pledge to live up to BREC's Coaches Code of Ethics.

I will place the emotional and physical well-being of my players ahead of any personal desire to win.

I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.

I will do my very best to provide a safe playing situation for my players.



I promise to review and practice the necessary first aid principles needed to treat injuries of my players.

I will do my best to organize practices that are fun and challenging for all my players.

I will lead, by example, in demonstrating fair play and sportsmanship to all players.

I will insure that I am knowledgeable in the rules of each sport that I coach, and that I will teach these rules to my players.

I will use those coaching techniques appropriate for each of the skills that I teach



COACH & SUPPORTER CODE

NO COACH or SUPPORTER who is associated with your team is allowed under no circumstances to say (shout/criticize/heckle) anything to a BREC Sports official (Court/Scores Table). Any coach/parent/supporter who is cited with saying anything to a BREC Sports Official will be the result of a technical foul (2 shots) called/charged against the team (issued to the Head Coach) in which the erratic supporter is affiliated. In the event that a second (2nd) technical foul is called/charged against the team of the coach/parent/supporter, the team with two (2) Fan/Supporter Technical Fouls will forfeit the game immediately and the Head Coach will serve a one (1) game suspension. Coaches are responsible for the actions of their supporters.



