

BAMC, 12-Step and Sunday Night Lights SOFTBALL LEAGUE –GAME RULES

1. Start Time of Games – The umpire will start games no later than ten minutes after the scheduled start time or, if later, immediately following the conclusion of the early game.
2. Players –
 - a) Minimum - The umpire will declare a forfeit if a team does not have **at least eight players (including one woman) when the umpire starts the game and throughout play.**
 - b) Maximum - If a team fields at least two women, it will be permitted to place ten players in the field and (at its option) use at least ONE designated hitter. If a team starts a game with more than one designated hitter, it has to finish the game with the same number of designated hitters.
 - b) One Woman - If a team does not field at least two women, the first batter in the lineup will be an automatic out and the team will only be permitted to place nine players in the field.
 - c) Substitutions - are permitted in the lineup or in the field; however, a player removed from the game for a pinch hitter or pinch runner or in the field may not bat again before he would have come up in the lineup had he not been previously removed from the game. Players added to a lineup after the start of game who are not substitutes must bat in the bottom of the order.
3. Women Batters - Any male batter walked before a female will be awarded second base, and the female batter **has the option** of taking a walk or batting. This rule does not apply to a walk to the batter who is last in the lineup when the first batter in the lineup will be an automatic out. *A man need not announce that there is a woman behind him in the lineup.*
4. Spikes – No steel spikes are permitted.
5. Bunting – No bunting is permitted.
6. Count – A 1-and-1 count will be used for all batters in all games. One foul is permitted with two strikes. On the second foul, the batter is out.
7. Walks – Intentional walks are permitted at any time and can be accomplished by the pitcher directing the batter to the base.
8. Home Runs – Any ball that passes over the fence will be declared a home run. If both teams want to change this for one game, they can approach the umpire before the game begins.

9. Baserunning – No player may leave a base until the batter commences a swing. A runner shall be called out by the umpire for leaving a base early. No stealing is permitted.
10. Regulation Game – A regulation game is seven innings, provided a game in which one team leads by 20 runs or more is official after four innings, 15 runs or more is official after five innings and a game in which one team leads by 10 runs or more is official after six innings. A game called on account of rain or darkness by the umpire is official if five innings have been played (4 ½ innings if the home team is leading). An unofficial game or an official game which cannot be completed and is tied at the end of the last full inning will be replayed from that point.
11. Grace Period – A team will be allowed a grace period of 10 minutes before the game will be declared a forfeit if the team does not have the required amount of players.
12. Special Rule for 6:00 Games – During the regular season, no new inning may start after 7:05 p.m. The team in the lead at the end of the last full inning concluded after 7:05 shall be declared the winner. However, if the game is tied or is not an official game, it shall continue. Such a game will end at the conclusion of the first inning in which the game is not tied but in no event earlier than the completion of five innings (4 ½ innings if the home team leads).
13. Disqualification – The umpire has authority to eject a player; however, it is recommended that the umpire give a warning before removing a player from the game. All players will be respectful of the umpires calls. Profanity or exhibiting unsportsmanlike conduct will result in a warning to the player and the captain. If after the warning a player continues to act in an unsportsmanlike manner the umpire may eject a player from the game. In addition, the player is barred from the team's next game.
14. Lightning – A game must stop immediately at the first sign of lightning and can only be resumed when at least 15 minutes have passed without any lightning in the sky.
15. Appeals – No appeals may be made to the Commissioner regarding judgment calls. Appeals may be made to the Commissioner regarding misapplication of rules. If the commissioner sustains the appeal, he will determine the appropriate remedy including a finding of harmless error.
16. Rules – City of Rockville Adult Softball rules apply unless overridden by a specific league rule in this document.
17. Bats – All bats must meet ASA certified regulations

18. Pitching - The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground. Use Home Plate Mat for Balls & Strikes. A legally pitched ball that strikes the plate or mat will be a strike.
19. Alternate Home Plate – there will be no tag plays at home plate. An additional home plate shall be placed 10 feet away on the 3rd base side from the actual home plate. Runners shall run to the alternate home plate instead of touching the actual home plate to score. If a runner touches the actual home plate they will be called out. Instead of a tag play at the plate, the fielder only has to tag the original home plate while possessing the ball in play before the runner tags the alternate home plate to get an out. This rule is designed for player safety and to avoid collisions at the plate.
19. Commitment Line – a line shall be designated halfway between the basepath between home plate and third base. If a runner passes that line, they are committed to continue towards the safety plate and cannot return to third base. If the runner has not yet reached the commitment line on a play, they have the option of returning to 3rd base.
20. Intentional Contact - Intentional contact between opposing players is explicitly forbidden. All actions should be taken to insure player safety. If an umpire believes a player intentionally attempted to collide, slide into or in any other manner cause physical contact with another player, that player shall be immediately ejected from all game(s) that day as well as the next scheduled game, and is subject to suspension from the league. This rule is also designed for safety and all measures should be taken to avoid injury/harm to all players.
21. Pinch Runners –
There are no limits to the number of pinch runners used for safety/to run for an injured player. If an injured player/player who risks injury wishes to bat, they can have a pinch runner run for them starting behind home plate at a position deemed safe by the umpire and can run towards first base when the batter strikes the ball/is walked. That player remains in the game at his/her field position after the at bat. A person can also request a pinch runner if they run for themselves during the at bat and successfully reach base.
 - Please announce to the umpire that a pinch runner is being used.
 - Any person can act as a pinch runner but if that person's turn at bat arrives while that player is still on the base paths, that batter will be ruled "out" for that at bat. Unless necessary, the pinch runner should be the same gender as the person who they are pinch running for.
 - This pinch runner rule is based on the honor system. Please do not take advantage of it by placing the same runners on the base paths all game to gain an advantage of a slow player who isn't injured. Pinch runners should only be used for players whose health and safety could be compromised running the bases and not for strategic advantage.