

SSL RULES!

These are the rules originally written by Rich, then amended as we go along. The Commissioner (Presently Rich) is the judge of all rules and fair play. If you have any questions about any rules or would like to add or amend rules you can take it up with Rich.

1.0 SOFTBALL! EVERY FRIDAY AT NOON

1.0a If it's sunny out and there wasn't a monsoon the night before, always assume a game is being played whether or not you get an email. That extends from Mid-April through November.

1.0b Special holiday games include, and are not limited to, Memorial Day, July 4th, Labor Day.

1.0c League managers can call extra games whenever it is likely that many will show up.

1.0c.1 Any player can rally to get extra games called whenever it is likely many will show up.

1.1 **Inclement weather.** If a Friday game is called due to weather and the fields are in decent shape the following morning we will likely be calling a game on the Saturday. Check the website and email for such postings.

1.2 **Game-time priority.** We start when we have at least 18 slackers/non slackers on the field. If we have more than 20 players, official slackers have priority.

1.2a Extra players go onto a waiting list.

1.2a.1 Official Slackers move ahead on the waiting list.

1.2b When the game is full with 20 players, 10 on 10, any official slackers who join us can fill up to 2 DH positions on each team.

1.2c You can not buy your way into a game. Game-time priority is only given to those who are official slackers at the beginning of the first pitch.

1.2d Once you are in a game, Slacker or not, you can not be ejected for a slackers priority.

2.0 BASE RUNNING

2.0a You may not lead off the bases (only take off when the balls hit), but you may overrun first base when approaching it from home. Just don't overrun second or third.

2.0b Tagging up is allowed, from any base!

2.0c If there's an overthrow to first or third base, you may advance one base maximum, but that's not automatic you can still get thrown out.

3.0 BATTING

3.0a Three STRIKES and you're out. That means you can foul off pitches all day.

3.0a.1 With two strikes, a foul tip must be caught to be strike three.

3.0a.2 A caught foul ball is an out if it goes higher than the batter's head.

4.0 UMPIRING

4.0a Naturally, we rely on the honor system. Everyone, please call it as you see it, not how the outcome would benefit your team! This gets sticky toward the late innings when a game is tight. If quibbling occurs, rely on rule 4.3 Fair Play and Umpiring.

4.1 **Fair/foul balls.** The catcher is the umpire for all fair/foul rulings on balls hit down the line. The Catcher should yell out "FAIR!" or "FOUL!" only when the ball has dropped. If the catcher for some reason can not make the call refer to rule 4.3 Fair play and umpiring.

4.2 **Safe or Out.** In the event that a close play at a base or plate is indecisive, the pitcher should be able to make a safe/out ruling, unless the pitcher is directly involved in the play.

4.3 **Fair play and umpiring.** If none of the above rules comes to a decision on a decisive play. This is the chain of command for umpiring.

4.3a Fair/Foul balls. If a catcher is unable to make a ruling for whatever reason, The pitcher makes the call. If the pitcher can not make the call then the League Commissioner, then the General Manager, then any other manager. Then if at this point there is no decision it is ruled a foul ball.

4.3a.1 If play comes to a halt due to indecision, the deer in the headlights syndrome, it is ruled a fair ball. Then it is up to both teams to estimate the amount of bases the runners may take. Play as if it is a fair ball.

4.3a.1.1 All players should be allotted the amount of bases the at bat runner has taken.

4.3b Safe or Out. If the Pitcher is unable to make a decision for whatever reason, The next closest fielder within 10 feet can make the call, then the League Commissioner, then the General Manager, then any other manager. Then if at this point there is no decision, the decision will go to the team that has less runs.

4.3b.1 In the event of a tie, figure something out.

5.0 EQUIPMENT

5.1 **No Metal Cleats!** It ruins our bases and can really do damage if you run into someone.

5.1a Really no metal Cleats!

5.2 **No Funny bats.** We play a laid back game so no doctoring bats balls or any other trickery which would be considered unfair sportsmanship

6.0 RULES

6.0a These are all general rules. These are the rules to go by for every game. If you would like to amend any rule for a particular game you must state it at the beginning of the game. If you would like to continue the next game with your amended rule than it must be re-agreed on. If it is common to play by the amended rule then let rich know and it might become a standard rule.