

Roseville Senior Softball "D" League Rules

Revised May 16, 2021

1. GENERAL

a. Weather

- i) Roseville Parks and Recreation department will call RSSA Deputy Commissioner by 7:30am if games are to be cancelled due to inclement weather and/or poor field conditions
 - ii) Deputy Commissioner will call League Directors by 8:00am if games are to be cancelled.
 - iii) League Directors will notify Managers ASAP. Managers will notify players.
- b) Roseville's 'Adopt a Park Program' – pick up around the field after games

2. ROSTERS

- a. All new players during the season (post draft) will be assigned by the League Director. No player is to be picked up under any other circumstance
 - Placement: Age – Talent. Initial placement may be changed
- b. New players through May 31

3. PITCHING

- a. Screen 12' in front of the rubber
- b. Pitcher must deliver the ball with one foot on the rubber
- c. Pitches must be delivered over the screen
- d. Pitch height no higher than 12' from ground
- e. Pitch that hit the screen is a ball
- f. Any batted ball that hits the screen is considered a dead ball (not a strike)
- g. Pitcher can make defensive plays
- h. Any thrown ball that hits the screen – ball is alive and in play
- i. Batter ready – pitcher can pitch

4. Walks

- a. "A walk is a walk" 3 balls – batter takes 1st base
- b. Maximum of 2 walks per inning
- c. If a 3rd walk is issued in an inning, the at bat will not result in a walk. Rather, the at bat will start over with a 0-0 count. If another 3 ball count is reached during the same at bat, the count will again revert to 0-0. The at bat will continue until the ball is put in play or a strikeout is recorded.

5. GAME DAY

- a. Managers are responsible for all activity and decisions. Keep the players out of it
- b. Home team – New game ball, back-up ball, batting practice balls, Bases, Pitching screen and mat/board.
- c. Batting practice at 9:30, Games start at 10:00
- d. Play 11 - Everyone plays - Everyone bats
- e. Can play 12 on 12 if both managers agree prior to game start
- f. 5 run max per inning except for the 9th inning – open inning
- g. Flip – flop: 10 run lead
- h. Each team to have batted 8 times
- i. Games 9 innings
- j. No new inning will start after 11:45. Managers to agree on which inning will be considered the "open" inning.
- k. **TIES:** Play one extra inning. Start each half of the extra inning with a runner (last out-no new pinch runner) on second base.
 - **This is optional to be agreed upon by managers**

6. BASE RUNNING

- a. First base: Defensive player – inside of the base / Runner – outside of the base
 - An additional base may be placed in foul territory adjacent to the permanent first base. Runners are allowed to run between these bases
- b. Home: Defensive play at pitching mat; Runner to the home base mat
- c. Commit line – no turning back

- d. In order to avoid a tag, base runners can return to a base in regular order or paddle backwards
- e. Runner interferes with defensive player fielding or throwing the ball – runner is out
- f. If a runner interferes with attempted double-play, throw automatic double-play is awarded.
- g. Sliding is allowed **BUT** the runner must make every effort to avoid colliding with the opposing player. Failure to avoid colliding with a defensive player will result in the runner being called out.
- h. The run through rule will not be used in the D League. The base runners will run the bases as they always have.

7. Pinch Runners:

- a. A player may be used as a pinch runner a maximum of 2 times per inning.
- b. If a pinch runner is on base when he/she is due to bat, they may have a surrogate runner, and take their time at bat with no penalty being assessed.
- c. A courtesy runner from home, on a ball hit into fair territory, may take up to two (2) bases, (maximum). They must legally attain the base they are going to.
- d. A home run is a home run. The pinch runner does not have to run the bases, so as to save time; it does count as to the use of a pinch runner for that inning.
- e. Courtesy runner from home. The courtesy runner must start with both feet behind the starting line.

8. Substitute Player:

- a. A substitute player may only be taken from the "D" League.
- b. Use players from the bye team if you know in advance that you will be short
- c. The substitute player can be taken from the opposing team if they have an extra player. If the opposing team does not have an extra player, check with the other "D" League teams for a substitute.

9. Amendment to the Substitute Player rule above:

- a. If a player who is not a registered "D" League player is used as a substitute player in a regularly scheduled "D" League game, the team violating the rule would lose by forfeit. Amended May 30, 2019

10. Defensive Player Positions:

- a. Outfielders may not position themselves on the infield dirt area prior to the pitch being delivered to the batter
- b. They must be on the grass area that abuts the infield dirt. They may come into the dirt area once the pitch is delivered.

11. Infield Fly:

- a. The infield fly rule will NOT be enforced.

12. Posting game scores:

- a. The winning team is responsible for posting the game scores. Scores should be posted within 24 hours.