



2010 16" SUMMER SOFTBALL LEAGUE

Thank you for your interest in summer 16" softball! This is an adult league for people 18 years of age and older. League games will be primarily played at Duck Pond Recreational Facility in Fontana. Games will be primarily be played on Monday evenings, (with a few Sunday evenings) beginning at 7:00 p.m. Schedules will be created after the Captain's Meeting, and will be based on the number of teams in each league.

The Team Fee is \$250. This includes a round robin league with an End of the Season Tournament.

The completed roster, signed waiver, and full payment are required in order to secure a spot in the league. **The Registration deadline is Friday, May 14th by 4:00 p.m. in the Big Foot Recreation office.**

There is a **Mandatory Coach's Meeting** will be held at the Big Foot Recreation office on **Monday, May 17th at 7:00 p.m.** (Back side of the school by the fitness center)

The regular season will begin on Monday, June 7th and conclude July 26th. The tournament will run in August.

If you have any questions, please don't hesitate to call.

Sincerely,
Chuck Thiesenhusen
Big Foot Recreation District
262-275-2117

LEAGUE RULES

LINE-UP

1. Eight players are needed to start and finish the game. When a player is unable to continue, and no substitute is available, an out will be taken for that position throughout the game. The Extra Hitter (EH) qualifies as the substitute, but must remain in the original batting order.

BATTING

2. There are NO LIMITS to bats in this league.
3. All batters receive 2 strikes and 3 balls. (starts with a 1 and 1 count) A foul ball on two strikes results in an out.
4. Any part of the mat and home plate is considered a strike. **The strike mat will be tight with home plate.** A batter may not step on or directly in front of home plate. This will result in an out.
5. A courtesy runner is available for any injured player only! The Courtesy Runner will be the last batted out.

6. Throwing the bat is an automatic out at umpire's discretion.
7. A foul ball caught beyond the out of play line is a dead ball. (counts as a strike)
8. With the extra hitter (EH), as many as 11 players may bat. The DH may bat in any spot of the batting order. The DH and the person s/he are hitting for may never be on defense at the same time. The EH must be listed in the 11th spot in the order. He may be substituted in. When this is done, the person coming out of the game becomes the EH, but stays in his/her original spot in the order. A player is always locked in to his/her spot in the batting order. DH and EH must be declared before the game.

PITCHING

9. The pitch has to be delivered in "one continuous motion" and must arch at least over the head of the batter. There is an unlimited maximum height to a pitch. There are no limits to how the pitch is spun by the pitcher.
10. Pitchers will pitch from a marked mound at 38'.

BASE-RUNNING

11. Bases will set at 60'.
12. The league is using the "Safety Base" at first base. First base will be a double base with white and orange halves. This feature is designed to prevent injury to players during plays at first base, while allowing runners to optimize speed. The Safety Base is being used solely for the purpose of making close plays at first base safer for the players involved.
 - Safety Base Rules:**
 - A batted ball hitting the orange portion of the base is foul.
 - A defensive player must always use the white base.
 - An offensive player **must** use the orange base when running through first base.
 - If the batter touches the white base on a close play, the runner is out.
 - On plays where the batter is going to round the base with the intent of going to second, he/she may use either base.
 - Once a runner is past first base, he/she **must** return to the white base, remain in contact with the white base, and use the white base while tagging up. Any player will be ejected for running over another player in any situation.
13. Any overthrow at 1st or 3rd that goes out of play results in all runners receiving one extra base from the time of the throw. (the base they were actively attempting, plus one)

14. Lead-offs may be taken as the ball is released by the pitcher; however the runner will be out if the baseman tags the base or the player when the ball is in play. The runner may advance one base if the catcher attempts to throw out the runner returning to the base from a lead-off, and an overthrow occurs. In this situation, the runner must first go back from the lead-off and re-touch the base before advancing. The runner may only advance one base.
15. The Slide Rule states “No malicious contact.” Malicious contact will result in an out and ejection from the game. Incidental contact is allowed. In the case of a close play at all bases, except first, the offensive player must slide!
16. Interference by a runner - Any runner is out when they fail to avoid a fielder attempting to field a batted ball unless the ball was first touched by the pitcher or another fielder. Ball is dead immediately. The other base runners return.
17. A runner may not move more than 3 ft. to his left or right to avoid a tag.
18. A runner who passes a preceding runner is out immediately. The passed base-runner returns to the closest base.
19. A runner is released from a base on a tag-up when a fielder first touches the fly ball. The runner does not have to wait until the fielder establishes control.

FIELDING / DEFENSE

20. When a fielder (not fielding a batted ball) hinders or obstructs a runner, the ball remains alive unless the obstructed runner is being played on. An obstructed runner may be awarded one or more bases (beyond the last one touched before the obstruction) depending on which base s/he would have reached had there been no obstruction.
21. A thrown ball hitting a runner is not interference, unless the runner intentionally interferes.
22. The In-field Fly Rule is in effect.

SUBSTITUTION / DESIGNATED HITTER

23. A Designated Hitter (DH) may be used in a defensive position, but cannot change spots in the batting order.
24. Once a player is removed or substituted from the game, their replacement must play defense first. This restriction does not apply to injury substitutions. There is no limit to the number of times a team can substitute players.

UMPIRES / OFFICIATING

25. Each team will umpire for their team. The Recreation Director will set up umpires for all tournament games.
26. Rhubarb Rule - On excessive argument plays, only the coaches meet and make a decision. If the coaches can not agree, the play is automatically played over.

27. Profanity directed to an umpire/official of the league shall result in immediate ejection from the game and removal from the facility immediately. Non-compliance will result in team forfeiture. If ejected from a game one week, a player may not play in the next game.

PROTESTS

28. A game may only be protested for matters involving rule interpretations- never for judgment calls. e.g., fair/foul; safe/out etc... The opposing captain must be notified of intent to protest before any additional play continues. A Scenario Report must be written (the circumstances that led to the protest), and turned into the Recreation Director, along with score sheets. In the case of a successful protest, the game will be resumed from the point of protest.

OTHER MISCELLANEOUS RULES

29. Home team keeps the ball that they provided.
30. Tournament seeds will be inter-woven between the Competitive & Recreational divisions if applicable.
31. In the event of a regular season game called due to weather, the game must be made up no later than 7 days before the tournament start date. If the game is not made up, the game will be recorded as a tie. It is the responsibility of the team captains to agree on a time and notify the Recreation Director.