2016
ADULT SOFTBALL RULEBOOK

Jeff Rau, Sports Complex Coordinator
847-531-7009 rau_j@cityofelgin.org

Rich Parsons, Umpire Assignor
847-212-5654, RP0919@aol.com

City of Elgin Parks and Recreation
Elgin Sports Complex
Softball Rules
Men's 12", Women's 11", CoEd leagues

USSSA RULES WILL BE FOLLOWED WITH THE EXCEPTION OF THE FOLLOWING:

Rule #1 General Rules

Article #1 - Team Managers are responsible for their spectators and teams actions.

Article #2 - All league and non-resident fees must be paid and a completed and signed roster must be turned in before first game.

Article #3 - No refunds will be given for league or non-resident fees.

Article #4 - Fines must be paid at the Centre of Elgin or on site before a team's next game.

Article #5 - Insurance is not provided by the City of Elgin. Players participate at your own risk.

Article #6 - In the event of a forfeit (before game due to lack of players), the forfeiting team pays the full amount. This fee will be paid by credit card that is on file with the City of Elgin.

Article #8 - Players may participate on more than one team, provided these teams are on a different night of the week.

Article #9 - Schedules are final once they are released. Rescheduled games will only be considered in the case of a funeral/wake.

Rule #2 Roster/Player Eligibility

Article #1 - Roster limit is twenty (20) players. All players must be at least 18 years old.

Article #2 - Non-resident fee is $60.00 per team. To be considered a resident team 60% of your roster must reside within the corporate city limits of the City of Elgin. If you do not have at least 60% in Elgin, $60 is due on or before your 3rd game. If you still have not paid after your 3rd game, $60 will be charged to your credit card the day after your 3rd game.

Article #3 - If an Elgin business sponsors a team, 60% of your roster must be from the Elgin business in order to receive the resident rate. Employment must be verified on company letterhead by the businesses' Personnel Department.

Article #4 - Rosters may be changed at any time and for any reason prior to a team's fifth game by obtaining a new roster from a site supervisor. Fill out this roster the same way you would your original roster, just have one player sign it. After the fifth game, players may be added by obtaining a Player Addition Form from the Parks and Recreation Office or a site supervisor. The player's information along with approval from half (1/2) of the managers of the league are required

Miscellaneous Rules 2016

Rule #5 Trophies/Standings

Article #2 - Team standings will be determined as follows:

A. 1) Wins and Losses 2) Head to head 3) Head to head least runs allowed 4) Least Runs allowed entire season 5) Coin flip.

C. If three or more teams are tied 1) Head to head between the teams, 2) Head to head least runs allowed between the teams. Once a team is eliminated during the tiebreaker, the process reverts back to Step A.

Rule #9 Positions/Substitutions

Article #1 - (added) For the 6:30pm games due to construction on McLean avenue, there is a 10 minute grace period. For the 7:40 and 8:50 games there is no grace period.

Rule #7 2015 Summer/Fall Bat Testing Policy:

PLEASE HAVE YOUR BAT TESTED BEFORE LEAGUE PLAY BEGINS!

IF BUYING A NEW BAT, LEAVE THE PLASTIC WRAPPER UNTIL THE BAT HAS BEEN COMPRESSION TESTED BY AN ELGIN SPORTS COMPLEX SUPERVISOR.

Only USSSA Marked bats allowed

If found using non USSSA marked bat-:

A) 1st offense- Automatic ejection, owner and user of bat documented, out is called, play is dead.

B) 2nd offense- Minimum 1 year suspension, automatic ejection, out is called, play is dead.

If a USSSA marked bat is protested during a game

Bat will be tested immediately ($20 fee from protesting team)

If the bat passes:

A) Protesting team will lose their $20.

B) Bat will be given a green 2015 Elgin Sports Complex Sticker.

If the bat fails:

A) 1st offense- Warning to player, documented, out is called, play is dead.

B) 2nd offense- Minimum 1 year suspension, automatic ejection, out is called, play is dead.

C) Bat will be given a red sticker .

Any player refusing to place a sticker on their bat will be suspended a minimum of 2 games.

on the form to approve additions before that individual may play.

Article #5 - Any player playing under an assumed name or information, or is non-rostered will be suspended from all City of Elgin sports and that team will be fined and all games forfeited.

Rule #3 Team Conduct

Article #1 - The City of Elgin softball leagues are designed to promote fitness and recreation. **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** League officials may eject any player for such behavior. The League Supervisor may suspend or fine any player for such behavior for conduct detrimental to the league. General penalties are listed under Fines and Suspensions Rule #17.

Article #2 - Ejected players must leave the Sports Complex facility. Failure to do so will result in forfeited games and /or team fines.

Article #3 - Players drinking or under the influence of alcohol will be fined or suspended. Alcohol is not permitted at the Elgin Sports Complex.

Article #4 - Only the team manager listed on the schedule may discuss a call or rule with league officials. All other players speaking to the officials risk an ejection.

Article #5 - Smoking is not allowed on the playing field.

Article #6 - Teams are responsible for the conduct of their spectators or face risk of forfeiture.

Article #7 - Players must wear shirts at all times.

Article #8 - **No warm ups are allowed in center of hubs.**

Article #9 - No warm ups will be allowed after the first inning.

Article #10 - No pregame warm-up is allowed in batters boxes.

Rule #4 Inclement Weather/Make ups/Thorguard

Article #1 - Rain-Out information to see if games will be played is available at 847-931-6145 ext. 1. Qickscores.com website will also be updated on days of inclement weather.

Article #2 - Games that are cancelled during the season due to the weather will be made up throughout the season on your scheduled night of league play. This will result in a doubleheader in most cases. If a number of cancellations do occur, the season will be extended. Dates for make up games will be posted within two business days on your schedule at www.quickscores.com/elgin. It is your responsibility to check these sources for time and dates of your make ups.

Article #3 - The Elgin Sports Complex has the Thorguard Lightning Detection System. This detection system is located at the top of the softball concession stand. It will sound one tone with a duration of 15 seconds when lightning has been detected in the area. Three tones with a duration of 5 seconds each indicates that lightning has cleared the area.

Article #4 - The strobe lights located on the Thorguard System (at the

top of the softball concession stand) will be activated when lightning has been detected in the area and potentially dangerous weather conditions are present. Once the system has been activated, participants must seek shelter in their cars or a building. They should not use a tree or dugout for shelter and they should keep away from metal objects such as the fences, bicycles, umbrellas, etc. All participants must wait until the Lightning Detection System performs an all clear before resuming activity.

Article #5 - If after 20 minutes, the lightning detection system has not given the all clear, games will be canceled/suspended for the night. Please see Rule #8 (Article #4) regarding suspended/complete games.

Article #6 - After the 20 minutes, if the lightning detection system has not given the all clear, the complex staff will start to turn the lights off so the participants know that games have been canceled for the night. Once games have been canceled, the hotline will be updated.

Article #7 - If after the 20 minutes an all clear sound has been given (3 short tone blasts with a duration of 5 seconds each and the strobe light deactivates) games will resume play.

Rule #5 Trophies/Standings

Article #1 - Team trophies will be awarded for the 1st, 2nd, and 3rd place teams for 5 team leagues and above. In the case of a 4 team league, trophies will be awarded for 1st and 2nd place. Individual awards will be given to the 1st place team in each league.

Article #2 - Team standings will be determined as follows:

A. 1) Wins and Losses 2) Head to head 3) Head to head least runs allowed 4) Least Runs allowed entire season 5) Coin flip.

C. If three or more teams are tied 1) Head to head between the teams, 2) Head to head least runs allowed between the teams. Once a team is eliminated during the tiebreaker, the process reverts back to Step A.

Article #3 - League Champions will be moved up one level in the following year. Teams may ask to remain in the lower league; however they will not be eligible for league awards and it is not guaranteed that it will be approved. If after the 2nd year, they have won the division again, they will be forced to move up the next year. Last place teams may move down to a lower level if they wish. To balance out leagues, the League Coordinator may move multiple teams at his discretion.

Rule #6 Field Setup

Article #1 - Baselines for 11" and 12" games will be sixty five (65) feet for Men, Women, and CoEd.

Article #2 - Pitching distances for 11", 12", CoEd" are fifty (50) feet.

Article #3 - A safety base will be used at 1st. The runner should use the orange side on the initial play at first base, unless the fielder is drawn to the side of the orange base, in which case the runner may go to the white base and the fielder to the orange. *The runner is never out for touching the white base rather than the orange base.* This rule is in

Article #8 - Players, managers or coaches ejected from a game: 1st Offense: Warning, 2nd Offense: two game suspension and fine of $50, 3rd Offense: season suspension PLUS a team fine of $50

Article #9 - Players managers or coaches who after a warning, continue to harass an official: two game suspension PLUS a $50 fine

Article #10 - Suspended players appearing at the Elgin Sports Complex: player suspend for season PLUS team fine of $50

Article #11 - Ineligible player; drop of player PLUS $50 team fine and forfeiture of game (s).

Article #12 - Team forfeiting, first offense: full payment of officials fees

Article #13 - Team forfeiting, second offense: Team fine of $25 PLUS full payment of officials fees PLUS dropped from league

Article #14 - Use of an illegal or altered bat: player and owner of bat are ejected PLUS minimum one year suspension and up to a lifetime ban from all City of Elgin Sports, PLUS $50 team fine.

Article #15—Persons leaving the dugout/bench area in any altercation: Forfeiture /and or team fine of $30.00

Article #16 - Player's and/or team fines must be paid at the Park's and Recreation office or on-site prior to the team's next game. Teams will not be allowed to play their next game until fines are paid. A receipt of payment must be presented prior to being allowed to play

Article #17 - Checks (payable to City of Elgin) cash or credit cards (office only) will be accepted for fines.

Article #18 - Fines not paid at end of season will be deducted from the forfeit fee.

Article #19 - The appropriate fines and suspensions will be applied by the Athletic Supervisor at his/her discretion. Appeals may be made in writing to the Superintendent of Recreation and Facilities within 2 business days of the Athletic Supervisor's decision. Penalties will be in effect while appeal is being investigated

Umpire Contact Information

Rich Parsons
847-212-5654
rp0919@aol..om
Be sure to identify in the subject line it is regarding Elgin softball.

for the leadoff and last batters to bat in order.
Article #4 - Any walk to a male batter will result in a two base award. The next batter (female) will bat. EXCEPTION: With two outs, the female batter has the option to walk or bat. NOTE: No out will be called if the female batter-runner passes a male during the dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed. EXCEPTION: In the case of two males batting back to back (9 players), the first male that walks will be awarded two bases. The next batter (male) will bat and if he walks will be awarded one base.
Article #5- All other rules in this book apply with these modifications to Co Rec including Rule 9.3.
Article #6 - In order to use the Additional Hitter (AH) for Co-Rec, you must use both a male and a female. 12 players

Rule #15 Co-Rec 12" Leagues
Article #1 - The Males will use a softball little league bat when batting. This bat will be provided by the City of Elgin. Teams are allowed to purchase their own softball bat. The softball bat must be no longer than 29" and must be a youth softball bat or 27" youth baseball bat is allowed. The bat must be USSSA certified.
Article #2 - Pitching—Arc must be no higher than 10 feet off of the ground.
Article #3 - All other Co-Rec Rules stated above will apply.

Rule #116- Fines and Suspensions
(Any fines paid to the City of Elgin will be donated to the Youth Scholarship Fund)
Article #1 - Players managers or coaches fighting anywhere in the facility: two game suspension PLUS a $50 per player fine. 2nd offense –season suspension PLUS a $50 per player fine.
Article #2 - Players, managers, or coaches under the influence or possession of intoxicating liquors: two game suspension PLUS $50 fine.
Article #3 - Players involved excessive rough tactics: two game suspension PLUS a $50 fine per player. 2nd offense –season suspension PLUS a $50 per player fine.
Article #4 - Players, managers. or coaches who push, strike, touch, or threaten an official or a City of Elgin employee in any manner: minimum automatic 12 month suspension from all City of Elgin sports up to a lifetime ban from all City of Elgin sports PLUS a team fine of $100. This includes, threatening to beat someone up in the parking lot.
Article #5 - Continuing use of profanity after warning: one game suspension PLUS a $25 fine
Article #6 - Repeated violation of not cleaning team site area: team fine of $25
Article #7 - Player improperly listed as a city of Elgin resident on roster: team fine of $30 per player PLUS season suspension of player

effect only on the initial play at First Base. This does not include:

1. Returning to the base after overrunning.
2. Running on a base hit to the outfield
3. Re-tag to advance on a fly ball.

Effect: If the base runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he/she is considered off the base.

Rule #7 Equipment
Article #1 - Any softball bat made of wood, aluminum, fiberglass, or graphite no longer than 34" long, 2 1/4" in diameter at its largest part and weight not to exceed 31.5 ounces will be accepted. The bat shall have a safety grip no shorter than 10 inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including USSSA and BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow key graphics to be easily removed or added to the bat. Bats shall be marked OFFICIAL USSSA SOFTBALL and have a BPF (Bat Performance Factor) of 1.20 or less. The City of Elgin will follow USSSA rules for approved bats.
PENALTY: Use of an altered or illegal bat, ball is dead and batter is out and ejected See Rule 17-14.
Article #2 - Only bats, weighted bats or sleeve type weight attachments may be used when warming up.
Article #3 - It is the umpires judgment to determine if a bat has been tampered with or to declare it unusable.
Article #4 - The City of Elgin has the right to confiscate any bat the staff feel is illegal/altered. This bat will be tested at the Elgin Sports Complex. If the bat is found to be illegal, that player and the bat's owner will be suspended from City of Elgin Softball Leagues for a minimum of 1 year and up to a lifetime ban from all City of Elgin Sports.
Article #5 - If a player withholds a suspected/altered bat from inspection or refuses to allow staff to confiscate it, the player and the bat's owner will automatically be suspended for a minimum of one year and up to a lifetime ban from all City of Elgin Sports.
Article #6 - The ball provided by the league will be the official ball. Balls will not exceed a COR of .52 and have a maximum compression rating up to 525 lb.
Article #7 - Players may wear hard rubber spikes, or multi-purpose shoes. NO METAL SPIKES OR METAL. TIP SPIKES ARE ALLOWED.
Aritcle #6 - All softball bats will need to be tested in order to be used at the Elgin Sports Complex for the 2015 season. (See Bat testing policy on the back page).

Rule #8 Playing Rules
Article #1 - The home team is the second team listed on the schedule. Exception: The third time playing a team will constitute a coin flip.

Article #2 - The game will consist of seven innings. No inning will start after 1 hour and ten (1 hr. 10 min.) minutes from actual game time. If one hour and ten minutes has passed before the completion of the game, the inning being played will be the last unless the score is tied then the tie breaker rule will be in effect. An inning begins when the last out is made in the preceding inning. Umpire time is official.

Article #3 - The TIE BREAKER RULE is if the score is tied after the time limit, and each half inning thereafter, the offensive team shall begin its turn at bat with the batter who made the last out in the preceeding inning at second base. If that player is unavailable due to ejection or injury, replace that player with the preceding player in the order**. The game does not have to be in extra innings for the tiebreaker to be used, nor does it have to be used if the game is in extra innings, its only in effect because of the time limit.**

Article #4 - The umpire is responsible for calling the game once the game is underway. The site supervisor may overrule the umpire if there are unsafe conditions. If a game is called and the game is in either the top of the third, bottom of the third, or top of the 4th, it will be classified as a suspended game, (unless the hour and ten time limit has been met) and be made up from the point of suspension. If less than two complete innings have been played, it will be made up from the start. If the game is in the bottom of the 4th inning and the home team is ahead, it will be declared a complete game with the home team winning the game.

Article #5 - A game called by the umpire shall be considered complete if four or more innings have been played or the hour and ten minute time limit has been met.

Article #6 - Teams leaving before a game is officially called will forfeit that game with a score of 7-0

Article #7 - Umpire may call a game at any time due to darkness, rain or unplayable field conditions.

Article #8 - If an umpire does not show for a game two options exist: 1) Both teams agree to use a substitute umpire. This umpire shall be paid, please give the replacement umpires information to the site supervisor, the game is official. Or 2) The game will be rescheduled. Please note: site supervisors are not required to officiate games, they need to help secure officials for the evening's remaining games.

Article #9 - Home Run Rule - A five over the fence home run limit per team per game will apply. Any over the fence home run hit after the fifth will be considered an out.

Article #10 - Slaughter Rule is fifteen (15) runs after 5 innings (4 1/2 if home team is ahead) and twelve (12) runs after 6 innings (5 1/2 if home team is ahead). For all leagues and tournaments only, see the Flip/ Flop Rule, Rule #8, Article #11.

Article #11 - Flip Flop Rule (new rule for leagues and tournaments 2013), in the inning when the Slaughter Rule is exceeded and the situations not specifically covered in these rules.

Article #2 - The umpire's uniform shall consist of
1) Red or Light Blue "polo" style shirt
2) Black, Navy, or Heather Gray slacks or shorts
3) Black Shoes
4) Navy or Black Windbreaker
5) Hats may be worn, Navy or Black preferred

Article #3 - Umpires and managers will meet before the game to discuss ground rules, starting time, and to ensure all players are legally equipped

Article #4 - Calls involving umpires judgment may not be appealed or protested. The use of video tape by game officials for the purpose of making calls is prohibited

Article #5 - The umpire has the authority to order a player or coach to do, or refrain from doing anything which affects the administration of these rules and to enforce prescribed penalties.

Article #6 - Bench and Field conduct: A player or coach shall not:
1) make a fake tag
2) carelessly throw a bat and/or deliberately throws a bat
3) commit any unsportsmanlike acts to include but not limited to:
   A) use of words or actions to try to incite spectators
   B) use of profanity, intimidation, baiting or taunt
   C) behavior in any manner not in accordance with the spirit of fair play
   D) charge an umpire
   E) argue balls and strike calls or other judgment calls
   F) deliberately throw a bat
   G) be outside the vicinity of the designated dugout (bench) area if not a batter, base runner, on deck batter, in the coaches box or one of the ten players on defense.

Umpires may issue a warning for minor offenses. If repeated, the offender shall be removed from the game. Flagrant violations may result in an ejection with out a first warning. Failure to leave the facility will result in a forfeit.

Rule #14 Co-Ed Leagues

Article #1 - If ten players: 5 female 5 male must be in the lineup at all times. If unable to field 5 males and 5 females, a team is allowed to have 6 females on the field. If nine players: 4 must be female.

Article #2 - Each team must have male/female, pitcher/catcher combination**.** If a male pitches a female must catch, if a female pitches a male must catch**.** At least 2 females must play the infield excluding pitcher and catcher. 2 males and 2 females must also play in the outfield if 10 players. Order does not matter in the infield or outfield.

Article #3 - Males and Females must alternate in batting order, If only nine players or in the case of 10 players and 6 are female it is allowable

stops; the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. Team members include all other persons who are on the team's bench. NOTE: For offensive equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

Article #4 - 1) A ball hitting the top of the fence while still in fair territory which proceeds over the fence with or without being touched by a fielder is a home run. If the ball clears the fence entirely it is a home run.
2) When a batted ball fair or foul is legally caught, in the umpire's judgment on a fly while the fielders feet are still within the established lines of the playing area the batter is out even though the fielders momentum may cause him to fall over a fence or into a dugout or cross a line on the ground marking the out of play area. The ball is declared dead and all base runners are advanced one base. If carried intentionally into the out of play area, two bases are awarded to all base runners.
3) When a fair batted ball goes under a fence, into or under a bleacher or any boundary of the playing field, base runners shall receive two bases from the time of the pitch.
4) Overthrow Rule: When a ball is live after a batted ball and is overthrown into foul territory and is blocked. Effect: In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every Base Runner is awarded two bases from last base occupied, unless required to retouch.
a. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the Batter's and a Base Runner's positions at the time of the pitch.
b. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base touched by a Runner at the time this Throw is released. Note: Should more than one Runner be between the same bases, the advanced Runner governs the award.
Article #5 - Stealing is not permitted
Article #6 - Courtesy Runners— Teams must declare the number of courtesy runners that they will have prior to the game. You can declare up to 3 courtesy runners in the line up per game. If you claim none, you can still use up to three courtesy runners if your players are injured during the game. The courtesy runner used must be the last batted out.

Rule #13 Umpires

Article #1 -The umpire is authorized to enforce in his/her judgment the rules stated within this document and those covering the game of softball. The umpire shall have the authority to make decisions on any

Home Team is losing the Home Team will remain at bat and become the Visiting Team. If the Team (new Visiting Team) does not score enough runs to reduce the run difference below the Slaughter Rule, the Game is over. If they reduce the run difference below the Slaughter Rule then the new Home Team will bat. If they subsequently score enough runs to exceed the Slaughter Rule, the game will be over, if they do not, the Game will continue under that format. If the situation reverses, the Teams would Flip/Flop again. This would occur after 5 innings (15 runs) or 6 innings (12 runs).
Article #12 - A forfeited game will be considered a score of 7-0. Possible reasons for forfeit are:
1) A team fails to show
2) A team cannot field eight players
3) An ejected player refuses to leave the facility
4) Unsportsmanlike delay tactics are used
5) If an AH is used, a team must finish with the same number of players that the team started with in case of ejection (See Rule 9.3)
Article #13 - Protests - protests will only be considered in the case of a difference of opinion in regard to the application and interpretation of the rules. A team must declare a protested game after the call and before the next legal pitch or before the fielders have left the field. The protest must be written in the scorebook and game continued from that point.
Article #14 All protests regarding a players eligibility may be made anytime until the end of the third inning. After the third inning, it must be made at the time the player enters the game. Teams may question the eligibility of up to three players. Players in question must present ID and sign the scorebook of the protesting team to be submitted to the Centre of Elgin along with the protest. Teams using illegal players will be subject to forfeit and team fines.
Article #15 - The official written protest must be submitted by 5 p.m. the next working day to the Centre of Elgin (100 Symphony Way) to be considered a valid protest. A $20 fee must accompany all protests (or credit card number, exp. date, and signature with faxed protests). Valid protests will be voted on by the Softball Committee. If the protest is upheld, the game will be replayed from the point of protest and the fee returned. If disallowed, the game result will be final and the fee not returned.

Rule #9 Positions/Substitutions

Article #1 - A team shall consist of ten players. At least eight (8) players are required to start and finish a game. A pitcher and catcher are required. If eight players are available at game time the game shall begin. For the 6:30pm games due to construction on McLean avenue, there is a 10 minute grace period. For the 7:40 and 8:50 games there is no grace period.

Article #2 - Substitution Rule - All leagues shall permit a starting player withdrawn from the game to re-enter once, providing the player occupies the same batting position he/she had at the start of the game. Substitutes must take the batting position of the player he/she is replacing. Substitutes may not reenter. There is no penalty for unannounced proper re-entry.
Article #3 - Additional Hitter (AH) - Any team may insert an AH into the lineup. The batting order must remain constant; however any of the 10 of the 11 or 12 (CoEd) players can take a defensive position throughout the game. If an AH is used, a team must finish with 11 (12 Co-Ed) players or in the case of ejection, an automatic out will result. If a team cannot provide the same number of players they started the game with due an ejection an automatic out will be declared when that player(s) would be up in the order. A team may walk any number of players to reach the automatic out. The use of an AH must be declared before the start of the game. If an AH is found to be used after the game has begun, that player shall be ejected. In Co-Ed, if an AH is used , it must be both one male and one female.
Article #4 - A team may start a game with 8 to 11 players (12 Co-Rec). If at any time, a player(s) is/are ejected and the team can not provide a substitute, the result will be a batted out in the lineup.
Article #5 - If a team drops a player(s) due to injury or other reasons, the game will continue and the player that was injured will be skipped in the lineup. A team must have a minimum of 8 players to continue the game.

Rule #10 Pitching
Article #1 - The pitched ball must arc at least three feet after leaving the pitcher's hand and before it passes any part of Home Plate.
Article #2 - Any legal pitch hitting any part of the strike mat is a strike
Article #3 - 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.
Article #4 - The pitched ball must be released within five(5) seconds from the time the pitcher and the batter are set. No time out may be taken by the batter once this takes place.
Article #5 - If a pitch is deemed "flat" by an Umpire, he/she must indicate that immediately.

Rule #11 - Batting
Article #1 - The batter starts with a 1 and 1 count. All leagues, a fouled third strike, batter is out AND THE BALL IS DEAD. NO ONE CAN ADVANCE.

Rule #12 Baserunning
Article #1 - 11" and 12" runners may not leave the base until the ball leaves the pitcher's hand. If not the base runner is out. Once a player leaves a base on an unbatted ball and is played on, the out can be made by force, no tag is necessary. Baserunners are entitled to advance without liability to be put out when forced to advance because of the batter being awarded first base. Stealing is not allowed. If a blocked ball goes out of play on a pick off attempt, only one base is awarded to all runners.
Article #2 - Batters are out under the following conditions:
1) They are hit by a fair ball after leaving the batter's box
2) Pop fly caught in fair territory
3) Tag out of a base
4) Force out at first
5) Interferes with a first baseman taking a throw on their way to first or interferes with a fielder attempting to field a ball, either verbally or physically. The base runner closest to home plate will be called out if this an attempt to break up a double play.
6) Batter carries bat to 1st base or beyond.
Article #3 - Base runners are out under the following circumstances:
1) When the runner leaves prior to the pitcher's release (dead ball, runners out)
2) Interferes with a baseman taking a throw on their way to first interferes with a fielder attempting to field or throw a ball physically or verbally
3) A base runner is struck by a ball in fair territory prior to it being fielded
4) Tag out at a base
5) A coach interferes with a live ball
6) The next batter interferes with the play while their player is attempting to score. This is considered interference and the most advanced runner is out. This includes other members of the team such as bat boys, bench coaches, etc.
7) Force Out
8) Passing another runner
9) When a base runner fails to return to a base after a suspension of play, foul ball, strike , ball, etc.
10) Runner doesn't return to base before fly ball is caught and thrown to base
11) Failure to touch a base-Appeal Play (defensive team must appeal)
12) Failure to touch home plate (the black mat is not considered home plate)
13) When a defensive player has the ball, or is about to catch the ball and the runner deliberately crashes into the defensive player. The ball is dead and no other runner may advance. If the act is determined to be flagrant the offender shall be ejected. It is the runners responsibility to avoid collisions with the fielders.
14) When a member of the Offensive Team or their equipment causes a blocked ball, the infraction constitutes INTERFERENCE. All play