

**Montgomery County Senior Softball League**  
**League Information and Rules**  
**www.mcssl.org**

**Revised 25 Apr 2017: Revised Section 1.4.d regarding player safety and added Appendix B - Hall of Fame (changes are underlined)**

**NOTE: Section 1 of this document covers general League Information. Section 2 contains the League Rules.**

**SECTION 1 : LEAGUE INFORMATION**

1. **League Mission Statement:** Everyone plays and bats. Play safe, have fun, show sportsmanship, get some exercise, have some laughs, share camaraderie, and enjoy winning - in that order of importance. While we all enjoy competition and winning, at this stage of our lives we should not worry about dropping or misjudging fly balls, striking out, missing ground balls, making bad throws, or having senior moments. We have all done these things in the past and will continue to do so in the future. We play for fun and love of the game. IF YOU HAD FUN - YOU WON!!!

2. **Nature of the League:** The MCSSL is a recreational senior League where everyone plays and bats. The League offers a summer outdoor season, a winter indoor season, and a travel team that travels to play other senior groups. Games are played in the morning or early afternoon on Tuesdays, Wednesdays, and Thursdays. The League is for players whose skills may not have kept pace with their enjoyment of the game.

3. **To Join the League:** A player must be a minimum of 60 years old in the current calendar year. Any exceptions must be approved by the League Officers. All members must complete an application and pay the current dues before participating in any practice or game. There will be no refunds if a player leaves the League for any reason with one exception. If an applicant is deemed unfit to play by his manager during training, the dues for the applicant will be refunded. The Commissioner or League Director has the final say on the assessment of playing capability.

4. **Player Safety:** Safety is the number one concern for all participants.

a. **Collision avoidance:** There are two first base bags and a separate scoring plate at home to help avoid player collisions. Refer to Section 7 of the League Rules for details about the use of the orange-colored runner's safety bag and the scoring plate.

b. **Bats:** Single-wall aluminum bats supplied by the League are used to reduce injuries from batted balls. Personal bats are not permitted. A player may choose to donate an approved personal bat to the League for all to use. Please contact the Commissioner if you wish to donate a bat.

c. **Softballs:** Balls are provided by the league (Dudley Thunder HyCon WC12 HC Y Core: .52, Compression: 300 lbs., yellow synthetic cover with red stitches).

d. **Player Protective Gear:** Masks and shin guards are available for pitchers and catchers. A pitching screen is available for use at the pitcher's discretion. Pitchers must always wear a protective face mask with or without the pitching screen. The pitching screen must be used at all times during batting practice.

e. **First aid supplies:** The League will provide basic first aid supplies. The first aid chest will be kept in the first base dugout during all games.

f. **Emergency training and Defibrillator:** Prior to each season, three members of each team will receive CPR and defibrillator training. The League will provide one defibrillator that will be kept in the first base dugout during all games.

g. **Game cancellations due to excessive heat:** Games will be cancelled because of excessive heat to reduce the possibility of heat-related injuries. See Game Cancellation in this document.

h. **Lightning guidelines:** Games will be cancelled or suspended when there are threatening weather conditions. Refer to Appendix A of this section for the League's Lightning Guidelines.

5. **Manager Responsibilities:** Team managers are responsible for their team's actions on the field. They will represent the team in communication with the opposing team. In addition to the usual player/manager duties, the manager shall be responsible for the conduct and sportsmanship of his team members. Above all, the manager shall at all times demonstrate an exemplary model of sportsmanship for team members to follow. Managers are expected to understand and comply with the League's playing rules and guidelines. Managers will proactively enforce League policies and respond to guidance from the Commissioner, Assistant Commissioner, or League Director. Managers have both the authority and responsibility to apply corrective action toward players failing to comply. In the event of severe or unusual circumstances, the Commissioner will decide on appropriate action. Managers will keep the Commissioner informed of all serious or possible disciplinary matters.

6. **Maintaining League Membership:** In general, players are expected to attend a minimum of 60% of the games to maintain membership. Injuries or other personal issues that cause a player to miss a number of games will not be counted against a player when reviewing his attendance. The intent is to avoid having roster spots taken-up by players that attend infrequently.

7. **Applicable Rules:** Amateur Softball Association (ASA) playing rules apply with some modifications to reduce the risk of injury. The League's rules can be downloaded from a link on the homepage of the League's web site, mcssl.org.

8. **Registration:** All teams will be registered with the ASA of Pennsylvania.

9. **Risk of Injury:** All players play at their own risk and must have medical insurance coverage for any injuries resulting from play. Check with your doctor to make sure you have no medical restrictions. Be safe and get a check-up before you play – know your limitations and skill level. League members, officers, and sponsors are not responsible or liable for any injuries to players.

10. **Team Rosters:** Generally, an outdoor team roster will have a maximum of 16 players, and an indoor team roster will have a maximum of 11 players. Rosters are provided to Managers and Officers and will include emergency contact information for each player.

11. **Uniforms:** Players on the outdoor teams are issued official uniform shirts and hats. The shirts include the names of League sponsors. In consideration of our sponsors, players must wear the and shirts for all games so that sponsor information is visible. Also, the official league hat should always be worn when playing. Indoor players are issued a colored shirt for team identification.

12. **Team Parity and Evaluation of New Players:** The League's goal is to work towards team parity over time so that all teams have a roughly equal chance of winning each game. To attain this goal, the playing ability of new players will be evaluated before they are assigned to a team. Evaluations will be done at the direction of the Commissioner and League Director. Each new player will then be assigned to a team based on the evaluation results and the needs of the teams.

13. **Liability Insurance:** Insurance is a requirement of Hatfield Township and the Montgomery County Senior Softball League. The League has purchased insurance through the ASA Adult Team Insurance Program (administered by Bollinger Insurance and underwritten by Markel Insurance Company), which provides a \$8 million liability on an occurrence basis. It covers lawsuits brought against you by participants, spectators, and others. Protection is provided to the team, League, and sponsors from such lawsuits brought against you for bodily injury and property damage claims arising out of your team's softball activities, including practices, games, and tournaments. In addition to those exclusions usually found in the standard commercial general liability policy, there is no coverage for hired/non-owned auto liability, or for the furnishing, serving, or selling of any alcoholic beverage or for any acts of intoxicated participants. All members must sign the waiver of release of liability and indemnification agreement which is part of the League application form and is necessary for the company's compliance and the League's general requirements.

14. **League Finances:** A financial statement for the League is prepared annually and will be made available on the League's website.

15. **League Travel Team:** All League members are eligible to play on the travel team. Dates, times, and locations of games with teams from outside the League will be provided to team members by the travel team manager. Enter your name on the travel team sign-up boards which are available at regularly scheduled games to register. Players who participate in the away games will have first preference in playing in the home games. The travel team usually travels in carpools from an agreed-upon location to away games. The rules of the home team apply to travel games.

16. **Home Field:** The League's field for the outdoor summer season is the Hatfield Township School Road Park softball field located at 1619 School Road, Hatfield, PA 19440 (on School Road off Orvilla Road, between 309 and 463 and adjacent to the Twin Woods Golf Course). The location for the winter indoor season is the XL Sports World Hatfield, 2278 North Penn Road, Hatfield, PA 19440-1905. The Sports Center's phone number is 215-996-1740.

17. **Emergency phone numbers:** dial 911 and give the location.

Hatfield Township Municipal Building-----215-855-0900

Hatfield Township Police Department-----215-362-1355

18. **Game Cancellation:** Games may be cancelled due to bad weather, excessive heat, or field conditions. Check the League hotline at **215-274-5998** for the latest status. Games will be cancelled because of excessive heat if the forecast is for a Heat Index of 100 or above, a temperature of 95 or more, or an excessive heat warning. The Summer League Director will monitor local weather predictions for potential heat related game days. Notice of game cancellations will be made on the hotline by 7:30 AM.

19. **Bases:** The distance between bases is 65 feet. The distance from the point of home plate to the farthest point of second base shall be 91 feet 11 inches. There are two first base bags and a separate scoring plate at home to help avoid player collisions. Refer to Section 7 of the League Rules for details about the use of the orange-colored runner's safety bag and the scoring plate. The extended wooden home plate shall be positioned so the front edge matches the front edge of the permanent rubber home plate on the field. The second home plate or "scoring plate" shall be positioned 8 feet to the third base side on a line with the first base foul line.

20. **League Storage Box at School Road Park**

a. **Keys:** Managers and assistant managers have keys to the storage box.

b. **Home Team Responsibilities:** The home team of the first game (9am) will use the first base dugout and is responsible for opening the storage box and to complete field preparations once the Field Maintenance personnel have completed their work.

c. **Last Game of the Day:** It is the responsibility of both teams to place League equipment in the box and to securely lock the storage box.

d. **Storage Box Inventory:**

Bats in carrying cases  
 Four Bases: four white and one orange  
 Pitcher's mask and shin guards  
Pitching screen  
 Catcher's mask and shin guards  
 Scoreboard  
Clock  
 Defibrillator in case  
 Medicine and First Aid Chest  
 Base tool  
 Balls: in 5-gallon bucket  
 Foul line cones (12)  
 Extended wooden home plate  
 Rubber home plate  
 Measuring tape on reel  
 Chalk liner  
 Chalk line string on spool  
 Pitcher's rubber  
 Hammer  
 Base commitment line

## Appendix A - MCSSL Lightning Guidelines

1. **Individual Responsibility:** No lightning safety guidelines can guarantee absolute safety. All individuals participating in or observing MCSSL softball games are responsible for their own safety and should monitor threatening weather conditions. All individuals have the right to leave a game in order to seek a safer structure or location if they feel they are in danger from impending lightning activity. Safety is the number one consideration.

2. **Team Managers:** The team managers are the designated "weather watchers" at practices or games.

The managers will jointly make the call to stop play, remove individuals from the field, and announce a warning to the spectators. The managers should be aware of weather conditions at all times, including observing the conditions and keeping abreast of the weather forecast.

3. **Judgment:** When determining whether or not to suspend play, the managers should use common sense and good judgment. If a thunderstorm appears imminent before or during a game (regardless of whether lightning is seen or thunder heard), postpone or suspend the game until the hazard has passed. Signs of imminent thunderstorm activity are darkening clouds, high winds, and thunder or lightning. Even storms that are many miles away can pose a lightning danger. This may mean the appropriate decision is to suspend the game even before the first sight of lightning or sound of thunder.

4. **Flash to bang time:** At a minimum, once there is less than 30 seconds between the sight of lightning and the sound of thunder, all individuals should be cleared from the field and moved to a safe location. The 30 second duration indicates the lightning flash was about six miles away.

5. **Safe locations:** No place is totally safe from lightning threat; however, some places are safer than others. Inside the bathrooms at School Road Park is a safer than being outside but do not touch plumbing or electrical fixtures. In general, a fully enclosed vehicle with the windows rolled up tends to be safer than being outside so long as contact with metal surfaces inside and outside the vehicle is avoided.

The following areas are not appropriate shelter and should be avoided: the playing field, the dugouts, the picnic pavilion, and under trees. Stay away from the light poles, the metal fences, and the metal bleachers. The dugouts and the picnic pavilion, even if they are properly grounded for structural safety, are usually not properly grounded from the effects of lightning and side flashes to people.

6. **Waiting Period:** If the game has been suspended due to lightning, the managers should wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset. A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30 minute waiting period if any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over.

7. **Imminent Lightning:** If one feels the hair on their head, neck or arms stand on end, or feel skin tingling, then a lightning strike may be imminent. In this situation, if a safe location is not nearby, move several feet away from others and use the "lightning crouch" to minimize one's risk. Put the feet together, squat down, tuck the head and cover the ears. When immediate threat of lightning has subsided go to a safe shelter. If a safe shelter is not available, seek the lowest elevation (avoid being the highest elevation where lightning is most likely to strike).

8. **If Lightning Strikes:** Individuals that have been struck by lightning do not carry an electrical charge and therefore resuscitation efforts should not be delayed. Emergency treatment, including the activation of the EMS system by calling 911, applying an automatic external defibrillator (AED) and performing cardiopulmonary resuscitation (CPR), in that order, should be initiated as soon as possible. If possible, the victim should be moved to a safer location prior to initiating emergency measures.

## Appendix B - Hall of Fame

**To recognize members of the Montgomery County Senior Softball League (MCSSL) who have unselfishly given of their time and talents to the betterment of the League and their teams and who exemplify the league ideals, the MCSSL has created a HALL OF FAME.**

Nominations for the Hall of Fame are submitted by league members to a Hall of Fame Nomination Committee. The Committee then selects candidates to be voted on by the league Board of Directors. A minimum of 70 percent of the votes submitted by the Board of Directors is needed for induction into the Montgomery County Senior Softball League Hall of Fame.

### A. Purpose

The Hall of Fame provides an opportunity for members of the MCSSL to recognize their fellow members who unselfishly gave of their time and talents for the betterment of the League. Selection into the Hall of Fame should be based on overall achievements, on contributions to the League and demonstration of the league ideal “if you had fun, you won”.

### B. Organization

1. A 7-member Hall of Fame Nomination Committee will be established consisting of the league Historian, who is the permanent chairperson of the committee, and six additional members consisting of three members of the Hall of Fame and three at large members from the league. Member terms shall be for two years. (The current commissioner, assistant commissioner, and league secretary will serve on the Nomination Committee in a temporary capacity until the first Hall of Fame class is inducted.)
2. Hall of Fame members of the Committee will choose their successors on the committee.
3. The Chairperson oversees the appointment of three non-Hall of Fame members from the league. Each of these three must have been in the league for a minimum of seven years.

### C. Eligibility

1. Any past or present MCSSL member who has been a member of the League for a minimum of seven full years as of 12/31 may be nominated.
2. Membership does not have to be continuous.

### D. Nominations

1. Members of the MCSSL will be asked by the Nomination Committee to submit a nomination form for persons they wish to nominate for the Hall of Fame. Nominations may be made by any past or present member of the league. Members of the Nomination Committee may not nominate a candidate.
2. Yearly Hall of Fame process begins in March with an e-mail announcement to league members that includes a nomination form and a posting on the league website. Nominations are closed one week after the annual spring kickoff meeting which occurs around April 1st.

3. Each nomination form submitted is to include reasons why the nominee should be inducted into the Hall of Fame including activities they lead or were involved in and special accomplishments on and off the field.
4. The Nomination Committee is responsible for verifying all information provided and any additional accomplishments which may not have been provided on the nomination form.
5. Nominations from prior years will be considered, as well as current nominations, by the Nomination Committee. Nomination forms will expire if the nominee is not re-nominated for 3 years. Before the nomination is dropped, the person nominating the member will be contacted to see if they wish to re-nominate that member.

#### E. Voting Process

1. Nomination Committee will consider the qualifications of all nominees submitted by league members.
2. Nomination Committee shall determine the candidates that will be placed on the Hall of Fame ballot. A majority vote of the members of the Nomination Committee results in a candidate qualifying for the ballot. The yearly ballot will be limited to five candidates.
3. Nomination Committee shall present to the league Board of Directors a ballot with the slate of Hall of Fame candidates. The ballot is to include the accomplishments that might qualify that person to be elected to the Hall of Fame.
4. Board of Directors shall vote on the slate of Hall of Fame candidates. Voting period shall be for a minimum of ten days and be completed in time for the Nomination Committee to announce the results of the ballot at the first league picnic in May.
5. Candidates receiving at least 70 percent of the votes cast are elected to the Hall of Fame

#### F. Announcement & Induction

1. Inductees will be announced by the Hall of Fame Nomination Committee at the first league picnic, usually the third Friday in May.
2. Hall of Fame induction will be at the Family picnic usually in June. Inductee families are encouraged to attend the award ceremony.

## SECTION 2 : LEAGUE RULES (Revised 25 Apr 2017 -- changes are underlined)

### 1. EQUIPMENT

- a. **Softballs:** Balls are provided by the league (Dudley Thunder HyCon WC12 HC Y Core: .52 Compression: 300 lbs., yellow synthetic cover with red stitches). One new ball will be supplied by the home team for every game. The spare ball will be the best one available from the previous game. Managers will receive a supply of balls at the start of the season.
- b. **Bats:** Only bats supplied by the League may be used, so personal bats are not permitted. A player may choose to donate an approved personal bat to the league for all to use. Please contact the the Commissioner if you wish to donate a bat.
- c. **Cleats:** For player safety, metal cleats are prohibited by the league.
- d. **Protective equipment for Pitchers:** A pitching screen and face masks are provided by the league for pitcher safety.

### 2. GENERAL GAME RULES

- a. **Batting practice:** The pitching screen must be used at all times during batting practice. The pitcher must also wear a face mask for additional safety.
- b. **Time allotment for games and extra innings:** Each game is allotted 90 minutes for both regulation and extra innings. The 90 minute limit does not apply to the last game of the day. Warm-ups between innings are limited to three pitches and one throw to 1st base between innings. In all extra innings, the inning will begin with a runner at 2nd base and no outs. The runner at 2nd base will be the last person who made a batted out to end the previous inning. The runner who starts at 2nd base may be replaced by a courtesy runner only if he advances to third base (see the rule regarding courtesy runners in the General Game Rules section). Also, batters will start with a 1-1 count in extra innings. After 90 minutes of play, the score reverts back to the last complete inning and the game ends in a tie.
- c. **Team players:** Every player will play in the field and bat in the game. All players on a team are in the batting line-up. The maximum number of defensive players is twelve. Fielders shall be assigned positions by their respective manager. If more than twelve players are available, the manager will rotate players so that each available player gets equal defensive play during the game.
- d. **Playing in multiple games in one day:** Players may play in a maximum of two games per day.
- e. **If a team is unable to field a full team:** Players may be borrowed from other teams, but must first be taken from excess players of the scheduled opponent. Players from the scheduled opponent must dutifully transfer. Players borrowed from the scheduled opponent will bat last in the batting order and may serve as courtesy runners. If necessary, additional available players may be selected. If both teams need players, they will be selected alternatively from a pool of volunteers using a coin flip to determine the first pick. Players selected from a pool of volunteers will bat last in the batting order and may not serve as a courtesy runners. If there is no pool of volunteers available, another option is to allow a player or players from the offensive team to fill a defensive position such as catcher. The following method applies in the situation where a team has borrowed one or more players and then a player from the shorthanded team arrives after the game has started. First step: A substitute player that is not from your opponent is removed from the game immediately when the assigned team player arrives, and the late-arriving player fills the substitute's batting slot. Second step: If the first step does not apply, players borrowed from your

opponent remain transferred and the late-arriving player is placed last in the batting order.

f. **Runs per inning:** A maximum of 5 runs per half inning can be scored in the first 6 innings. There is no run limit after 6 innings.

g. **Mercy Rule:** If one team is leading by 15 runs after 4 1/2 or 5 innings, the losing team has the option of ending the game prior to the seventh inning.

h. **Courtesy Runners:** Courtesy runners are permitted from home or any base, and anytime a runner is injured while running the bases. Players borrowed from the scheduled opponent may be used as courtesy runners. Players from teams other than the scheduled opponents may not be used as courtesy runners. A player may be a courtesy runner one time per inning and a maximum of two times per game. A courtesy runner who is still on-base when his batting slot comes up is out -- he then takes his turn at bat if there are less than three outs. A batter who has just safely reached base may request a courtesy runner but must do so immediately before the next pitch is thrown. A courtesy runner from home must start in foul territory at a pole in the backstop designated by the league. If the courtesy runner interferes with the catcher or runs before the batter swings, the batter will be declared out, a dead-ball situation will be called, and the runners may not advance. Such plays may be called by any umpire.

### 3. UMPIRING

a. **Plays at 1st base:** called by the 1st base coach.

b. **Plays at 2nd and 3rd base:** called by the 3rd base coach. If the 3rd base coach's view of the play is restricted, he may ask the 1st base coach to make the call.

c. **Fair/foul ball determinations:** called by the 1st or 3rd base coach.

d. **Balls, strikes, illegal pitch, and home plate plays:** called by the on-deck batter.

e. **Infield fly rule:** The infield fly rule does not apply in any situation and should not be called by any umpire.

f. **Resolving disputes:** Disputes will be discussed by the opposing managers. They may ask for input from the base coaches and the on-deck batter. If a solution cannot be agreed on by the managers within two minutes, a coin shall be tossed - heads; safe; tails; out. No other players can be involved in the discussion.

g. **Missing Umpires/Coaches:** Under no circumstance shall a batter take his turn at bat without all umpires/coaches in place.

### 4. PITCHING

a. **Pitching Screen:** A pitching screen is available for use at the pitcher's discretion. Pitchers must always wear a protective face mask with or without the pitching screen. When a screen is used, it will be placed in front of the pitching rubber at a distance not to exceed 6 feet, and offset laterally to the pitcher's glove hand side. One edge of the screen must be placed so it is even with the middle of the pitching rubber. After the delivery, the pitcher must take at least one step behind the screen before attempting to field a batted ball. Any batted ball hitting the screen will be declared a dead ball/no pitch. A ball hitting the screen after being touched by a fielder however will be treated as a live ball and play will continue. A thrown ball hitting the screen is treated as a live ball. The decision to use the screen must be stated to the opposing manager prior to each pitcher's first pitch of the game, and that decision will be in force throughout the duration of his pitching in that game. When used by only one pitcher, the screen will be placed in foul

territory beyond that pitcher's dugout when his team bats. If not used by either team, the screen will be removed from the playing field.

b. **Personal protective equipment for pitchers:** League-supplied shin guards and a face mask are available for pitchers to use. If a pitching screen is not in use, pitchers are required to wear a face mask in both batting practice and during a game.

c. **Legal pitch:** A legal pitch is defined by ASA Rules and travels in an arc no less than 6 feet and no more than 12 feet in height. For reference, the batting cage is 12-feet high. A ball that does not meet height requirements will immediately be called illegal by the on-deck batter and declared a ball unless the batter swings at it.

d. **Strikes:** A called strike is a legal pitch that strikes the wooden home plate on-the-fly. All other pitches are balls.

e. **Pitching distance:** The distance between the pitcher's mound and home plate shall be 50 feet from the point of home plate to the nearest edge of the pitching rubber. A line on the field will mark six feet behind the pitcher's rubber. A pitcher may pitch from behind the rubber, but no further back than the six foot line.

f. **Walks:** There is a maximum of two walks per half inning. After two walks, only strikes will be called. Intentional walks are not permitted.

## 5. CATCHING

a. **Catcher's mask:** A catcher's mask is available, but its use is optional.

b. **Force outs at home plate:** The catcher can only make a force out at home by tagging any portion of extended wooden home plate. Tagging the runner at home plate is not allowed. The runner must go to the scoring home plate.

## 6. BATTING

a. **Bunting and chopping at the ball:** Bunting or chopping is not permitted. A dead ball situation will be called, the batter is out, and all runners must return to their original bases.

b. **Batting out of order:** Any batter that bats out of order is out.

c. **Foul ball with two strikes:** A batter with two strikes is out if a foul ball or foul tip is hit.

d. **Pop foul ball caught by the catcher:** The batter is out no matter how high the ball travels.

## 7. BASE RUNNING

a. **Avoiding contact:** For player safety, runners should make every attempt to avoid contact with defensive players. The runner shall be declared out by the umpire if the runner contacts the defensive player while running inside the chalk lines at 2nd or 3rd base. The runner shall be safe if there is contact with the defensive player while running outside the chalk lines at 2nd or 3rd base.

b. **Running past the base:** Base runners may run past the base (without necessarily touching it in order to avoid colliding with the fielder) without liability of being called out.

c. **Sliding:** Sliding into bases is prohibited - a runner that slides is out.

d. **Plays at 1st base:** To avoid collision on routine plays, the batter-runner will normally tag the outside base (orange bag) and the defense will normally tag the inside (white bag). The batter-runner may run wide of both bases and not tag either bag in order to avoid collision because of an errant throw or other circumstance. If the batter-runner tags the inside bag (white bag) on a routine play, he is automatically out. If there is no play at first base, the batter-runner may tag either bag. A runner returning to 1st base may run past the base and also may run wide of the base to avoid collision.

e. **Rundowns:** Run-down plays are not permitted. A runner making an aggressive step or steps towards the next base has two choices:

- 1.) The runner may make one and only one change of direction to return to the base he just left. The runner may be forced out while attempting to retreat to the base.
- 2.) The runner may try to advance to the next base. The runner may be forced out at the base to which he is trying to advance.

f. **Base running leads:** Leads are not permitted. Base runners must maintain contact with the bag until the batter swings. This is an appeal play. Once the ball is returned to the infield and time is called, any infielder may make a verbal appeal on a runner leaving a base too soon. Any umpire can make the call.

g. **Scoring:** A base runner coming home must tag the scoring home plate or be declared out.

h. **Defensive plays at a base:** The defensive player has the right to the base on force plays. Defensive players may not dive or slide to make an out with the following exception. At first base, the defensive player may slide into the base in order to avoid a possible collision with the runner.

i. **Interference at a base:** An errant throw that draws a defensive player into the path of the runner is not considered interference. A base runner will not be called out if he fails to tag a base because he has taken evasive steps to avoid contact with a fielder.

j. **Commitment line between 3rd and home:** A line indicates the halfway point between 3rd base and home plate (32.5 ft.). Once a runner crosses this line, he must continue towards home. A runner that re-crosses the line is out.

k. **Tagging a runner between bases:** Tagging of a base runner in the base path is permitted between home and 1st, between 1st and 2nd, between 2nd and 3rd, and between 3rd base and the commitment line. A runner may not be tagged once the runner has passed the commitment line between 3rd base and home plate.

l. **Obstruction by a defensive player:** A defensive player shall not impede a runner who is legally running the bases unless the fielder is in possession of the ball or in the act of fielding a batted ball. Any umpire may call obstruction, and the runner is awarded the base he was attempting to reach.

**NOTE:** These rules are made for your safety and enjoyment. Questions or suggestions about the rules should be sent to the league Commissioner.

JRM