BREWTOWN RECREATION:

MEN'S SOFTBALL RULES

SECTION 1: GAME FORMAT

- The length of the game will be 7 innings (or 45 minutes)
- No new inning will start after the 42 minute mark
- In poor weather situations, a game is considered a 'complete game' after 4 innings
- **Run Rule** – we will apply the below run rules to ensure games stay on time and competitive:
    - 20 runs after 3 innings
    - 15 runs after 4 innings
    - 10 runs after 5 innings
- **Flip Flop Rule** - If at any point the Away team is up by 20 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings the Flip Flop rule will be applied. This will ensure teams will still get to bat in blowout situations to stop the run rule from being applied.
    - For Example: The Away team is up 10-0 in the fifth inning, after the home team has batted in the bottom of the 3rd and score no runs. The visiting team will remain on the field after the 3rd out is recorded, and the home team remain at bat. All bases will be emptied as we're essentially starting a 'new inning' and the batting order will be continued. The Home team will need to score at least 1 run to remain in the game. If they do, the Away team will then get their at bat.
    - *The Flip Flop rule will only apply if time permits and the 'losing' team continues to score enough runs in the inning to avoid the 'run rule' in the upcoming inning.*

SECTION 2: EQUIPMENT

- Teams must provide their own personal equipment (i.e. bats, gloves, etc.)
- Brewtown Rec will provide 12" softballs (52/300)
- Metal Cleats are permitted *(but if a player intentionally tries to hurt an opponent, a season ban will occur)*
- Please use ASA bats. *Use of illegal bats will not only affect the integrity of the game, but it may also cause injury.*

SECTION 3: ROSTER REQUIREMENTS

- Limit is 16 players (only 14 players are considered full time & eligible for championship prizes)
- Eligible Players must:
    - Be on your online roster
    - Play at least 1 regular season game
    - Only be on one roster per league night *(w/ the exception of corporate teams)*
- Roster jumping is not permitted (i.e. you cannot 'sub' for another team if you're already on a roster)

SECTION 4: ON FIELD PLAYER ELIGIBILITY

- There should be no more than 10 players in the field
- To avoid a forfeit, teams are allowed to play with a minimum of 8 players

SECTION 5: PITCHING

- Pitch heights are 6' minimum and 12' maximum from ground level
- The pitcher's mound is 50 ft from home plate.
    - If there are two mounds, pitchers should confirm with the umpire which one should be used.

SECTION 6: BEHIND THE PLATE CALLS

- Strike Zone Mat will be used. **A strike will be called if it hits home plate OR the mat**.
- The pitch count starts at 1-1
- The following will be considered an out:
    - 2 Called Strikes
    - 1 Swinging Strike
    - 1 Foul Ball

SECTION 7: BATTING ORDER & LINEUP

- All teams must maintain the lineup order!
- Maximum number of batters is 14 (w/ those 2 extra players being designated as a DH)
- **Lineup Penalties:**
    - 1st Offense: Warning
    - 2nd Offense: Automatic Out for Batter
    - 3rd Offense: Game Forfeit
- **Playoffs** – Teams must provide a lineup card to their opponent prior to the game

SECTION 8: BASERUNNING

- Steals & Leadoffs are prohibited
- Players must remain on the base until the ball is hit, this includes if the batter whiffs on a strike. If a player leaves the base early, they will be called out.
- When running to 1st, players must run straight through the base or turn to the right for the play to be 'dead' after being called safe.
    - If a player turns to the left and makes a move towards 2nd base, they are eligible to be thrown out
- **Pinch Runners** – teams are allowed 1 pinch runner per inning/per gender.
- Sliding is allowed and recommended in force-play situations

SECTION 10: OVERTHROWS

- If a ball is thrown beyond the designated overthrow lines (based on the field), the runner will advance 1 base
    - If the runner (when the overthrow occurs) is already ½ way to their designated base, they will receive an additional base

SECTION 12: HOME RUN RULE

- Hart Park, Juneau, Burbank, HAAA and Village Park – No Limit
- Wick Field – 2 HR limit *(over the fence HR's only).* After 2 HR's are hit, all additional HR's will be an out.
- Dyer Field – 2 HR limit *(over the fence HR's only).* After 2 HR's are hit, all additional HR's will be an out.
- **Any team that hits a HR (and can't retrieve it), must supply a 52/300 ball.**

SECTION 13: RULE CLARIFICATIONS

- The captain is the only player eligible to clarify a rule with the referee
- In the case a rule clarification is required, the captain should call 'time'
- Both captains should meet at home plate to discuss the rule in question
    - All other players must remain in the field (or on their bench)

SECTION 14: PLAYOFF TIE BREAKERS

- The order of tiebreakers = Overall Record > Head to Head/Like Opponents > Total Runs Allowed

SECTION 15: FORFEIT RULE

- Any forfeit must be communicated 24 hours prior to game time.
- Same day forfeits will result in a $60 fine. Fine must be paid to be eligible for future games.
- Any team will more than 2 forfeits will not be eligible for the playoffs.

SECTION 15: WEATHER CANCELLATION POLICY

- Since we rent our fields from the Milwaukee Park System, they determine whether we can play. They typically let me know if there's any cancellations no later 5:00pm on game day. If we're cancelled, I'll immediately email the captains and post a cancellation notice on our Facebook page. If you don't hear from me, you can assume games are ON.
- Please keep in mind, if rain doesn't start until 5pm it's a little tricky to determine if games are going to be called, but I'll do my best to get answers for you as quickly as possible so as not to inconvenience anyone.
- Also, please keep in mind we're at the mercy of their grounds crew, so if it rains heavily the previous night there's a chance they may not get the fields playable for us the following day. I've done my best to express the importance of having this done for us, but since I don't sign their paychecks it's still a crapshoot.
- **Mid Game Rain** – If bad weather starts rolling in AFTER games have started, I will immediately post the cancellation on our Facebook page.
    - If a storm rolls in while games are going on but the radar shows it'll be quick, we typically do a 15 minute rain delay and play on!
    - If we can't play on, the following procedures will be followed:
        - If we've completed 4-1/2 innings, the game will be 'complete' provided the home team is ahead.
        - If less than 4-1/2 innings have been complete, the game is not a complete game and will be made up. The batter will start with the count he had when the game was called. The game will continue with the time left when the game was called