



Adult Coed Softball Rules

All Adults participants agree to participate at their own risk and will use their own insurance, if needed. Neither SPAR, the City of Shreveport nor any game official will be held responsible if a player is injured.

ENTRY INFORMATION:

- Entry forms, entry fee and rosters must be turned into the SPAR Athletic Office no later than **4:30 p.m.** on denoted registration deadline.
- League play will begin: **Spring** (April) and **Fall** (September) of the current year.
- Player must be at least **16** years of age or older to participate. **Age 16-17** must have a Youth Sports Age Waiver Form signed by a parent or guardian on file at the SPAR Office & Player Registration (waiver). Players must have a picture Id's at all games he/she is participating in.
- After the schedules are drawn up, **NO GAMES WILL BE RESCHEDULED EXCEPT FOR SPAR CANCELLATIONS.**

ENTRY FEE:

- Fee is \$150.00. Payments can be made over the phone with a card or in person by cash, check, card or money order.
- All fees are due by registration deadline.

SCHEDULES:

SPAR Softball will be played on weekdays. The number of games and game days will be determined by number of teams registered.

PLAYOFFS:

- Playoff formats are determined by the number of teams in the league that season. The league coordinator will send out playoff details to all Head Coaches during the season.
- Ties in the final regular season standing are broken first by head-to-head match-ups, then by runs allowed, then by runs scored/run differential.
- Playoffs will be played in a One day tournament style bracket. A date will be selected in advance to ensure the participation of those willing to participate.



ROSTERS:

- Please print or type rosters. Include full name, no nicknames. Each team may have a roster maximum of **20** players.
- The Official SPAR softball rosters will be held at the **Athletic Office**. All players must be listed on a certified SPAR team roster form provided by the Athletic office. **No team will play without a roster.**
- A player cannot be added to a roster at game time. Additions must be made at the SPAR Athletic Office or via email. (*See Example for email roster addition, last page*). **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** Deletions must be made at the **SPAR Athletic Office** with proper identification. Players **may not** be **added** to the roster after the designated deadline. Roster Exception: In the event of an emergency Military, Police and Fire Department.
- Players **may not change** teams after the first Wednesday of league play. **Prior to**, a change may be made either at the player's request or the coach's decision to dismiss the player. If a player voluntarily requests a change he/she must come to the SPAR Athletic Office with proper identification.
- A player can be on ONE SPAR Softball team roster. Coed players can play on a women/men team and coed.
- **I.D.'s and roster checks will be administered during the season.**
- If a player is guilty of playing for another SPAR team (open or coed) other than the team (s) he/she is registered with, he/she will be suspended from league play for the remainder of the season. The coach who used the ineligible player will also be suspended two (2) games and placed on probation for the first offense. Second offense the coach who uses the illegal player will be suspended for the season or indefinitely from any SPAR Athletic programs. A team guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited. **Discretion of SPAR STAFF**
- All players/coaches must sign a player registration form (waiver) before participating in the Spring/Fall Softball League.

WAIVERS:

In order to participate in the league, each participant must sign a waiver. Due to COVID-19, we encourage all players to visit <http://myspar.org/253/Athletics> and fill out the Player Registration (waiver) online. **NO WAIVER...NO PLAY.**

FORFEITS:

- Games start on time! Game Clock starts at designated game time.
- Games will be forfeited if a team is not ready to play at the scheduled game time. **THERE IS A FIVE (5) MINUTE GRACE PERIOD, FIRST GAME ONLY.** **At the Discretion of SPAR Staff**
- Players must be on the field ready to play. However, if a team is short it may pick up players (max of 3) who are rostered on another SPAR team in the same division or below from the stands to play the game. NO Forfeit will be issued and the outcome of the game will count. (Revised 2016) and the umpires will call the game.
- Teams may **start** a game with a **minimum** of 9 players, but the 10th player will be an out. If the team loses a player (only 8 players remaining) for any reason, the game will be continue. When the player who has left the game is scheduled to bat, he/she shall be declared out. **At the Discretion of SPAR Staff**



- Umpires will call forfeits. Forfeits are played for 45 minutes, to allow time for the staff and team to prepare for the next game.
- If your team forfeits a game during the season, the following rules apply:
 - First Offense: Loss of game and warning issued.
 - Second Offense: Loss of game and staff reserves the right to remove team from playoffs. Third Offense: Removal from the league.
 - If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game. This will still be considered a forfeit, but is a courtesy to your opponent.

DISCIPLINARY ACTIONS:

- **Game umpires and athletic staff** will have complete control of all games and all actions within the parking lot, playing field and all facilities associated with play.
- Boisterous behavior and unsportsmanlike conduct such as:
 - Unduly yelling and screaming at participants or official(s).
 - Profane language or gestures.
 - Public threat or physical violence and/or drunkenness.
 - The use of alcoholic beverages at the game site or on the premises.
 - **The dugout will be checked after each game. If signs of alcoholic use is found; that team will forfeit the next scheduled game and will be suspended until the coach meets with the SPAR Administrator.**
- **A violation of any of these standards will constitute partial or permanent program suspension at the discretion of SPAR STAFF.**
- **A player or coach** ejected during a game for any reason will be immediately suspended from play until he/she meets with the SPAR Administrator. Following the meeting the suspension may be extended depending on the circumstances surrounding the ejection. Any player or coach ejected for fighting during or after the game might be suspended for the remainder of the season.
- Two (2) accumulative suspensions during one (1) season will constitute suspension from play for one (1) year from the date of the second infraction. **Entry fee will not be refunded.**
- **Any player or coach ejected** from the game must leave the facility and grounds for the remainder of that game and the duration of his/her suspension. **They must contact SPAR Administration, phone number (318) 673-7748 or (318) 673-7749 to set up a meeting.**



PROTEST PROCEDURES:

- If a manager is protesting an ineligible player, he/she must notify the umpire-in-chief **before completion of the last inning**. If a **substitute** enters the game and he/she is suspected of being ineligible, the protest must be lodged **before the last out of the last inning**. The umpire-in-chief will then notify the scorekeeper who will annotate the time, inning, team protesting, number of outs, number/location of base runners, and the player being protested. **The game will resume after staff has been notified of protest and both teams are aware of being played under protest. Rosters and ID's will be checked.**
- The only grounds for lodging a protest are:
 - Misinterpretation of a playing rule (SPAR or USSSA)
 - Use of an ineligible player.
- The manager must submit a formal letter of protest along with a \$25 check payable to **City of Shreveport**, no later than **4:30 p.m.** the following business day. If the protest is upheld, the \$25.00 will be refunded.
- At every scheduled **SPAR** league game, each participant will be required to have proper **picture** identification in his/her possession. He/she must produce this I.D. (driver's license) to any umpire or SPAR official if asked to do so. If this I.D. is not produced, the individual cannot participate.
- Failure to produce a picture I.D. 20 (twenty) minutes after the game he/she was protested in will result in a forfeit.
- Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

APPEAL PROCEDURES:

- Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior. Additionally, the representative may appeal any decision based on an authorized protest.
- There are five levels in the appeal process which must be followed in sequence:
 - First Level: Meet with SPAR Superintendent of Athletics
 - Second Level: Meet with SPAR Athletics Division Manager / Lead Superintendent
 - Third Level: Meet with SPAR Assistant Director.
 - Fourth Level: Meet with SPAR Director.
 - Final Appeal: Meet with SPAR Council.



SPORTSMANSHIP:

- ✓ The purpose of Adult SPAR Leagues is to have fun: MEET.GREET.COMPETE. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.
- ✓ MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:
 - Provoke, or try to provoke by word, or sign, or demonstration either opponents and/or spectators.
 - Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators.
 - NOTE: Use of profane or abusive language or taunting will not be tolerated.
 - **Players violating the above can be ejected from the game without warning. **
 - Argue balls and strikes calls.
 - Be outside of the vicinity of the coach's boxes or the designated dugout (bench) area if not a batter, base runner, on-deck batter, or one of the ten players on defense.
 - Commit any act that could be considered unsportsmanlike conduct.
 - Carelessly throw a bat.

To see our code of conduct policy:

Visit www.myspar.org



LEAGUE CANCELLATION/RAINOUT:

- Leagues may be cancelled due to existing & upcoming weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SPAR staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If the league is canceled, SPAR staff will change the website and social media immediately.
- If we do cancel, follow next week's schedule (ex. If October 12 is cancelled teams should follow the October 19 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, SPAR reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.
- Rainouts will be called no later than 3:00pm on Game Day; this information will be given to Head Coaches only via Email/Text thread. We will also update our Facebook/Instagram status with rainouts.
- These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: CAPTAINS please advise your team of these rules and thanks for your participation.

HIV-HEPATITIS B-BLEEDING PLAYER

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. In the event of a player injury during the game, that's witness by a SPAR STAFF. Player must notify umpire/staff immediately. Players cannot re-enter the game in an alternative jersey until permission is granted from the umpire/SPAR Staff.

NOTE: If the player's replacement uniform (shirt) is not the same basic color as his/her teammates permission must be allowed to re-enter the game.



PLAYING RULES

PARK RULES:

1. The possession or consumption of any alcoholic beverage on city property is rigorously prohibited. The parking lots are also city property.
2. No pets are allowed in any Shreveport City Sports Complex. Please leave your pets at home.
3. NO SMOKING or NO VAPING.
4. Please see full version of park rules for further information.

PLAYER EQUIPMENT:

- Teams are responsible for supplying their own uniforms. SPAR will allow 1 week of a grace period for everyone to get uniforms (matching shirts). After the 1 week, teams will have to forfeit their games if 2 or more players are out of uniform.
- However, the only requirement is that the shirts be of the same color family and have a 6" number on the back of the shirt.
- No T-shirts with written or taped on numbers will be permitted on the field. Team members should not have identical numbers. Double zero (00) and zero (0) will be allowed. Any other number with a zero in front of it will be considered an identical number. Example: 01 and 1 are identical numbers.
- No metal cleats will be permitted in league play. **ATHLETIC SHOES MUST BE WORN.** Players will be allowed to use ASA and USSSA legal bats. Only USSSA Bats with thumb print and ASA bats not on the banned list. Any player caught using illegal equipment from the BANNED LIST CERTIFICATION will be governed by the ASA/USSSA RULE BOOK. (PLEASE READ THE RULE BOOK). At any time SPAR Administration rule a bat illegal, it will be banned from use at Cargill.
- First violation the COACH/MANAGER and PLAYER will be ejected from the game and suspended for the next two (2) games.
- Second violation the COACH/MANAGER and PLAYER will be suspended from play for the rest of that particular season and the illegal bat will be taken, at the discretion of SPAR Staff.
- It is HIGHLY suggested that pitchers wear a face mask while on the mound.
- All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.

GENERAL REGULATIONS:

- SPAR will use 70' bases with 50' pitching mound.
- SPAR will supply the softball for **EVERY** Softball Season. The fees for the balls are included in the entry fee; so therefore they are your balls. Each team will be responsible for getting balls hit over the fence by their team. **All balls will be approved by the umpire-in-chief. All balls will have the SPAR logo on it.**
- Additional softballs can be purchased at the SPAR Athletics office.
- Men must bat opposite handed. If the pitcher believes a batter is not batting opposite handed, he/she may turn the batter around one time during the game. Once this change is made, the batter must bat from the new side of the plate for the remainder of the game.



- Home Run Rule: The one-up rule will apply. Both teams can hit an unlimited number of over-the-fence home runs; however the difference cannot exceed one (1). The batter will be ruled out for any home runs in excess of the difference rule.
 - Example 1: Team A hits a home run. Team A may not hit another home run until Team B hits a home run.
 - Example 2: Team A hits a home run. Team B is allowed to hit two (2) home runs, making the difference one (1) home run. Team A may now hit two more home runs and remain within the one (1) home run difference
- A walk to a male batter will result in a two base award. He must touch first base before going to second base. The next (female) batter will then be required to bat. EXCEPTION: With two outs, the female batter will have the option to walk or bat.
- Defensive positioning: Two males and two females in both the infield and outfield, and one male and one female as pitcher and/or catcher. Outfielders cannot swap positions for every batter.
 - NOTE: If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.
- At least **(10) minutes** prior to the start of any **Shreveport Public Assembly and Recreation (SPAR) league softball game** the starting line-ups must be returned **to the game scorekeeper**. The player's first name, last name and uniform number must be listed. **Nicknames are not to be used.** The Home Team will occupy the 3rd base dugout and the Visitors will occupy the 1st base dugout.
- League games shall be played by SPAR modified rules along with the USSSA, United States Specialty Sports Association rules.
- A REGULATION GAME shall have a one (1) hour time limit with no new innings starting after fifty (50) minutes, unless the run rule is in effect.
- (Note: Due to differing circumstances in each and every game, some games may finish short of 55 minutes in length. Please respect the official's call in this matter. He/She must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.)
- There will be a ten (10) runs ahead rule after five (5) innings
- A fifteen (15) runs ahead will be in effect after three (3) innings
- Teams can start a game with as few as eight players and may bat up to 12 players. If ten (10) players are available ten (10) players must start; only ten (10) play in the field.
- A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first basemen, (4) second basemen, (5) third basemen, (6) shortstop, (7) left fielder, (8) center fielder, (9) right fielder, (10) short fielder (usually left center) and may have (11 or 12) additional hitters.
- Batters will start with a one ball and one strike count.
- A game that is TIED at the end of seven innings, or one (1) hour, shall be continued by playing additional innings until one team has scored more runs than the other at the end of a completed inning or the team second at bat scores more runs in their half of the uncompleted extra inning.
- The umpire is empowered to call a game at any time because of rain, darkness or for any other cause which puts the umpire, players or the patrons in danger.



- A game called by the umpire, during regular season play, may be regulation if four or more innings have been played or if the team second at bat has scored as many or more runs during the uncompleted fourth inning.

PITCHING:

- It is **HIGHLY** suggested that pitchers wear a face mask while on the mound.
- The pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
- **PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.;** after assuming the pitching position on the pitcher's plate or in the pitching area, the pitcher must present the ball in **FRONT OF THEIR BODY** (for at least one second) in either one or both hands before starting the delivery motions.
- Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.
- Once the pitcher begins his delivery motions; the umpire shall not give a call or signal for "time" unless something unusual occurs.
- Pitcher must face home plate on delivery of pitch.
- The ball must be pitched in a definite underhanded motion at slow speed.
- The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate and shall not rise higher than 10 feet above the ground.
- A **FAIRLY DELIVERED PITCHED BALL** includes all pitches that the pitcher delivers in accordance with the above provisions of the pitching rule.

BATTING:

- **THE BATTING ORDER** of each team must be listed and delivered to the **OFFICIAL SCOREKEEPER**, by the **MANAGER** or team representative. The lineups are considered official once the umpire puts the ball in play to begin the game.
- The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.
- The first batter in each following inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.
- When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled.
- Batting out of order is an appeal play by the defense.
 - **THE BATTER IS OUT IF:**
 - He/she bunts
 - He/she has a third strike. *Note: The batter is out on 3 strikes and walks on 4 balls. *
 - He/she steps across the plate with the pitcher in pitching position.
 - He/she intentionally interferes with the catcher attempting a play.
 - He/she hits a fly ball that is legally caught.
 - He/she hits an infield fly, with runners on first and second, or on first, second and third



bases with less than two out.

- A FAIR BATTED BALL is a legally batted ball that is immediately in play.
- A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.
- A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball.
- A foul ball is a strike unless the batter already has two strikes.
- A foul ball not caught is a dead ball, and the runners must return to their bases.

BASERUNNING:

- THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.
- A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally or if forced to leave the base because the batter becomes a base runner and thus forces him to leave his base.
- A base runner while advancing or returning must touch each base in legal order; first second, third and home base.
- The batter is awarded first base when three balls are called by the umpire, when the pitcher tells the umpire to intentionally walk a batter, if the catcher or other fielder obstructs or prevents them from striking at a pitched ball.
- When a batter is obstructed, the batter is awarded first base because of the obstruction, EXCEPT that if the batter succeeds in hitting the pitch and reaches first safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.
- A base runner is out when he/she is hit by his own batted ball in fair territory, after leaving batter's box, when a fly ball is legally caught, with the fielder's feet within the established boundaries of the field, when he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the umpire is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.

LIVE BALL:

The ball is live and in play:

- When the pitcher has the ball in his/her possession at the pitcher's plate or in the pitching area.
- When the pitcher delivers the pitch toward home plate.
- When the batter hits the pitched ball legally.
- When there is a play resulting from a legally batted ball.
- When a fly ball is legally caught (unless it is the first foul caught after one strike.)
- Always during the enforcement of the infield fly rule.
- Whenever the ball is not DEAD



DEAD BALL:

- When no pitch is declared.
- When an illegal pitcher's action is declared.
- When a base runner is called out for leaving a base too soon on a pitched ball.
- After each pitched ball and strike not batted.
- When a pitched ball touches any part of a batter's person.
- When a batter bats illegally or hits the ball with an illegal or altered bat.
- When the batter is hit by his/her own-batted ball, either fair or foul.
- When a foul ball is not caught in the air.
- When a batter steps completely across the plate, with the pitcher on the pitcher's plate or in the pitching area.
- When the batter hits a first foul after one strike.
- When the ball gets outside the established limits of the playing field.
- When "TIME" is called for any reason by the umpire.
- When there is obstruction on the batter, which is enforced

COURTESY RUNNER:

- Any eligible player on the official line-up including available substitutes may be used as a Courtesy Runner.
- Only one (1) Courtesy Runner may be used per inning.
- Above all, do NOT CONFUSE THE COURTESY RUNNER with the SUBSTITUTION RULE.

SOFTBALL TERMINOLOGY:

- APPEAL PLAY refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, and illegal pitcher action or before all fielders have left fair territory.
- BALL refers to a pitch that does not enter the strike zone in flight, nor conforms to the fairly delivered pitch stipulations and is not struck at by the batter.
- BASE refers to one of the four stations, which must be touched by a runner in accordance with the rules that follow, to legally score a run. The term is most often applied to the bags marking the designated spots.
- BASE PATH refers to imaginary line 3 feet to either side of a direct line between two bases. The runner is restricted to the 3 foot line in some cases.
- BASE-RUNNER OR RUNNER is a player of the team at bat who has hit a fair ball or who has been awarded first base for any reason before they are put out.
- BATTED BALL refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.
- BATTER refers to the offensive player who takes a position in the Batter's Box with a 1-1 count. The batter walks on 3 balls and is out on 2 strikes.
- BATTER-RUNNER is the term identifying the offensive player who has just hit a fair ball and applies until he is either put out or until the play on which he became a runner is ended.



- **BATTER’S BOX** is the area within which the batter takes his position when it is his turn to bat. **BATTING ORDER** is the official listing of offensive players in the order in which they must bat.
- **BENCH OR DUGOUT** is the seating facility reserved for team members in uniform when they are not actively engaged in participating in the game.
- **BUNT** refers to a batted ball that is intentionally met with the bat and tapped slowly.
- **CALLED GAME** is one that the Umpire-In-Chief terminates play for any reason.
- **CATCH (LEGAL)** is the act of a fielder getting the ball in flight (refer to: **IN FLIGHT**) securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket or other part of his uniform or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough, so the umpire is convinced he had complete control of the ball and any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.
- **CATCHER** refers to the defensive player who takes his position behind home plate.
- **CATCHER’S BOX** is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.
- **DEAD BALL** is any ball not in play or a live ball that becomes dead during play. **DEFENSIVE TEAM** is the team that is playing defensively in the field.
- **DOUBLE PLAY** is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.
- **FAIR BALL** is a batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, other than home plate, or that first touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field, that is, over and beyond the outside fence.
- **FAIR TERRITORY** is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.
- **FAKE TAG** is making the motions of a tag without the ball. This may be considered obstruction and the offender may be ejected.
- **FIELDER** refers to any player of the defensive team playing in the field.
- **FLY BALL** refers to any ball batted into the air and before it strikes some object other than a fielder.
- **FORCE OUT** refers to when a runner is tagged by a fielder with the ball (while on or off a base) or a fielder holds the ball on the base to which a runner is forced to advance before the runner can reach that base and before any succeeding runner is put out.
- **FOUL BALL** is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out of play object or area in foul territory, or that first touches foul ground beyond first and



third base, or which does not conform to the requirements that would make it a fair ball.

NOTE: An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched, or stops is a foul ball.

- **FOUL TIP** is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be the catcher's hands.
- **HOME TEAM** is the team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by scheduling. Home team bats in the last half of the innings.
- **ILLEGAL BAT** refers to one that does not meet the requirement/specifications
- **ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of his clothing detached from the proper position on the fielder's body.
- **IN FLIGHT** describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder..
- **INFIELD** is that portion of the field within the baselines and includes the areas of the field normally covered by infielders in defensive positions.
- **INFIELD FLY** is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.
- **INNING** is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.
- **INTERFERENCE** is an act where players or others interfere with a player's opportunities. There are three types of interference:
 - **Offensive interference** – When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions.
 - **Spectator interference** – Occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities.
 - **Umpire interference** – Occurs when a fair-batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.
- **LINE DRIVE** is a fly ball that is batted sharply and directly into the playing field. NOTE:A line drive should never be considered an infield fly.
- **LIVE BALL** occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.
- **MANAGER** refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.
- **OBSTRUCTION** the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.
- **Obstruction** is the act of a fielder which impedes the batter from striking at a pitched ball. The obstruction does not have to be intentional and may be vocal.
- **OFFENSIVE TEAM** refers to a team during its half inning while it is at bat.



- **OUT** refers to one of the three requirements of an offensive team each inning.
- **OUTFIELD** is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between and including the foul lines.
- **OUTFIELDER** refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.
- **OVERTHROW** is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.
- **PENALTY** is the application of the rules following an illegal act or violation.
- **PERSON** refers to an umpire or player. This includes all of his body, his clothing or his equipment. **PITCH** refers to any delivery of the ball to the batter by the pitcher.
- **PITCHER** is the fielder designated to deliver the pitch to the batter.
- **PITCHER / INFIELDER** – The pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.
- **PITCHING AREA** is the area the width of the pitcher’s plate (24 inches) up to six (6) feet behind the pitcher’s plate.
- **PIVOT FOOT** is the foot, when placed on the pitcher’s plate or pitching area by the pitcher that must be in contact with the pitcher’s plate or pitching area when the pitched ball is released.
- **PLAY OR PLAY BALL** is the term used by the umpire to indicate that play shall begin or continue after a dead ball interval.
- **QUICK RETURN PITCH** is a pitch made by a pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes his position in the batter’s box and before he is ready, or when the batter is still off balance from the previous pitch.
- **STRIKE ZONE** is that space directly above home plate that is not higher than the batter’s highest shoulder, nor lower than the bottom of the batter’s front knee, when the batter assumes his natural batting stance adjacent to home plate. Any part of the pitched ball that passes through this zone is a strike.
- **SUSPENDED GAME** is a game called before being completed which is to be completed at a later date and time.
- **TAG** is the action of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, tag refers to touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.
- **THROW** refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the pitch.
- **TIME** is the announcement by the umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.
- **TOUCH** refers to touching an umpire or player or person. This includes any part of his body, his clothing or his equipment.
- **TEAM REPRESENTATIVE** is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches and players in a game.



- TRIPLE PLAY refers to any continuous play made by the defense in which three runners are put out, if there is no error made between the outs.
- TURN AT BAT begins when it is any individual player's turn to bat, such as his name listed at the top of the offensive team's batting order at the beginning of an inning; or when the batter listed immediately preceding him in the batting order completes his turn at bat by being put out or becoming a runner.

Emailing request to change Adult roster:

- Must include **ONLY** full first and last name of player along with any applicable suffix (i.e. Jr. or Sr.) as listed on valid government issued picture identification form. No nicknames, middle names, nor abbreviated first names (**please verify first**).
- Must include Team name, division, and classification level
- Must include request to **add** player or **remove** player
- Example: *“Add John Smith Sr. to “Team SPAR” Men’s open- top ”*