Local Rules

The North County Softball Recreational League plays under the rules established by the ASA (Amateur Softball Association of America) with the following exceptions:
NORTH COUNTY SENIOR LEAGUE SOFTBALL RULES - RECREATIONAL DIVISION
Version October 22, 2026

Introduction. The North County Senior League, Recreation Division rules are based on Amateur Softball Association (ASA) rules except for the following rules that have been adopted by our league. The League's commissioners, managers and Rules Committee shall periodically review these rules to ensure fair play and the safety of our players. Changes/additions may be presented to the Commissioners for the Rules Committee review. None of the ASA or local rules can be waived except as noted below.

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Rule 1 - Definitions

1.1 Scoring, Run Through and Commitment Lines. Proper use of these lines includes not only crossing over the lines but also touching beyond the line during game play. No negative ruling on a batter/runner can be made once the batter/runner touches the “other side” of the scoring or run through line in advance of the play being made on them.

1.2 Strike Mat and Strike Zone. The rectangular strike mat measures 36 inches by 24 inches and is placed over home plate by aligning the front edge of home plate with the short edge of the mat. Any legally pitched ball that strikes any part of the strike mat shall be ruled a strike.

1.3 Outfield. For the purpose of enforcing the rules pertaining to prohibiting a runner from being thrown out at first base (Greenie - Rules 2.4.1 and 8), the outfield shall include the foul territory behind/immediately beyond first and third base.

Rule 2 - The Playing Field

2.1 Base and Pitching Distances. The league uses playing fields with 60 feet between bases and 50 feet from home plate to the pitcher’s rubber. Because the league uses community parks, other characteristics of the playing fields vary including distance to the outfield fence, distance to the backstop and size of the skinned infield.

2.1.1 Pitching Screen Placement. The screen should be placed in front of the rubber/painted pitching line so that at least 50% of the “rubber” is protected by the screen. The screen must be placed opposite laterally to the pitcher’s throwing hand. The screen shall be placed at a distance of six feet from the front of the “rubber” or painted pitching line towards home plate.

2.2 Outfield Defensive Encroachment Line (Cones). Seven cones shall be positioned in the outfield 130 feet from home plate between the first and third baselines. Outfielders shall not position themselves or cross to the outfield encroachment line until the ball is hit by the batter.

2.2.1 Scoring Line. A scoring line shall be used in place of a second home plate. This rule supersedes ASA Rule 2, Section 2 only as it relates to a previous use of a second home plate. A scoring line using chalk or tape shall commence on the third base side of home plate as a visual continuation of the first base line beginning eight feet from the front of the forward left corner of the home plate and extends outward to the nearest barrier. This rule does not apply to a batter who has hit a home run over the fence.

2.3 Commitment (No Return) Line. The commitment line is 20 feet from home toward third base and perpendicular to the third base line. Runners from third base may not reverse direction after crossing the commitment line.

2.4 Alternate First Base. The alternate first base is offset three feet into foul territory from first base. The alternate first base must be used upon any infield hit regardless if there is a play made at first or not. A runner touching First Base on an infield hit will be called out and not subject to an appeal. If the batter runs between or outside the two first bases, the runner is not automatically out, however, the runner must return to the Alternate First Base before a play to first base is made Use of the Alternate First Base is not required if the ball is hit to the outfield/green (”Greenie”), regardless of whether or not the ball first touches the infield or an infielder.

2.4.1 Batted Ball Touches the Outfield/Green. No part of this rule is applicable if the batted ball touches the outfield/green since the batter cannot be thrown out at first base.

2.5 Run-Through Lines - Each run-through line shall be five feet in length, beginning three feet from second and third base, on both sides of these bases. The lines at second base should be parallel to the first base line and aligned with the approaching edge of second base. The Run Through Lines at third base shall also be parallel to the third base line. The two lines on either side of the base designate a lane in which the runner may run through maintaining speed while avoiding contact with any fielder. If a runner runs through the space between the base and the beginning of the run through line, the runner is considered off the base and can be called out if the fielder tags the runner or the base prior to the runner returning to the base.

2.5.1 A base runner going from first to second base or from second base to third base may run through either the Exterior (Outfield Side) or the Interior (Infield Side) Run Through Lines and shall be declared safe as long as the runner either touches the Run Through Line or lands beyond it before either being forced or tagged out. Breaking the vertical plane of the Run Through Line before landing beyond Run Through Line at the same time as the ball is caught by the fielder on the base will result in an out.

2.5.2 If the runner touched or landed over the Interior (infield side) Run-Through Line, the runner must return to the base and touch it prior to advancing to the next base. If the runner ran over the Exterior Run Through Line (outfield side), the runner is allowed to proceed to the next base or home scoring line without returning to the base.

2.5.3 A runner who has tagged the base but has run through the base, or between the base and the five-foot mark may be forced or tagged out before returning to the base. If, at the discretion of the Umpire, a runner attempts to advance to the next base or the home commitment line, the runner may be forced or tagged out before returning to the base.

2.6 Field Preparation and Dugout. The home team is responsible for preparation of the playing field in accordance with Rules 2.1 through 2.5. The home team shall always use the third base dugout.

2.7 Pitching Screen

2.7.1 Batted Ball Strikes the Screen. If the batted ball strikes the screen, the batted ball shall be declared a dead ball and play/pitching should continue with the pitch count just prior to contact with the screen. Additionally, there shall be no penalty for repeated contact with the screen during a single at bat. Each event therein shall result in a “dead ball” call.

2.7.2 Thrown Ball Hits the Screen. A thrown ball that hits the screen during active play is in play.

2.7.3. Pitching Screen Lowered. The pitching screen cannot be lowered once batted ball has been put into play.

Rule 3 - Equipment

3.1 Legal Bats ASA/USA Certification.

3.1.1 Legal Bats For Male Players Under 75 years Old. Legal bats for male players under 75 years old (or not in the year of their 75th birthday) shall bear an ASA or USA certification (examples as shown below).

3.1.2 Prior Year Certification Logos. Prior year certification logos may appear differently and must not be listed on an ASA Non-Approved Bat List with Certification Marks.

3.1.3 ASA/USA Certification Not Clearly Visible. If ASA/USA certification is not clearly visible on a bat and, therefore, its certification cannot be verified, the bat in question cannot be used by male players under 75 (or not in the year of their 75th birthday).

3.1.4 Use of Any Bat. Male players who are in the year of their 75th birthday and older and all women may use any bat which does not exceed a diameter of 2 ¼ inches and does not exceed 34 inches in length.

3.1.5 Use of an Ineligible Bat. If after at least one pitch is thrown and it is discovered that an ineligible bat was used during this at bat, the batter/runner will be called out if appealed. If the next batter receives at least one pitch, the previous batter who used an ineligible bat can no longer be called out.

3.2 Bat Performance Factor. Bats with a BPF of 1.21 are restricted to women or men age 75 years old (or in the year of their 75th birthday).

3.2.1 Illegal Bats. Bats with a logo/certification “USA” with a designation “Senior Softball” (see logo below) are not legal for men under 75 (or not in the year of their 75th birthday).

SENIOR SOFTBALL USA
more than just a game...

3.3 Balls. The league softball is a 12-inch, optic yellow ball with a Coefficient of Restitution (COR) of 0.44 and a compression rating of 375 pounds per square inch. The home team shall provide a new league softball at the start of each game and a back-up league softball.

3.4 Shoes. Metal cleats are not allowed. Players wearing metal cleats shall be ejected and an out recorded each time the player would have come to bat.

3.5 Uniforms. Uniforms are encouraged but not required. Players are encouraged to wear the league standard cap or visor.

Rule 4 - Players, Coaches, Substitutes

4.1 Lineups. Prior to the Start of the Game. Managers or their identified, designated alternate(s) will exchange batter lineups, identify players leaving early, and agree on any player loans per Rule 4, Paragraph 4.5 below. Batter line-up cards shall list players by last names. Once the official lineup is handed to the opposing manager, players cannot be added. Late arriving players not in the lineup cannot play

4.1.1 Player Unavailable. If a player in the lineup is not available for his or her turn at bat, the manager can either scratch the player from the lineup with no out recorded or keep the player in the lineup and record an out. For each subsequent at bat, the manager can choose to scratch the player from the lineup or again record an out.

4.2 Minimum Playing Time. A player shall play at least four innings of a nine-inning game or three innings of a seven or eight inning game and bat throughout the game. In the event the manager of a team discovers after the game ends that a player or players of an opposing team did not play a fielding position for the required 4 innings or did not bat throughout the game in accordance with any other rule described herein, the team in violation of this rule shall forfeit the game if the team in violation won the game.

4.3 Player Must Play Offense and Defense. All players shall play both offense and defense. No player can opt to play either in the field or batting but not the other. No manager can agree to this situation.

4.4 Minimum Numbers of Players. A minimum of eight (8) rostered players are required for a regulation game. Less than eight (8) players shall result in a forfeit. If both teams have less than 8 players, the game will be postponed. Commissioners will determine if a make-up game is necessary.

4.4.1 Maximum Number of Players. A team shall consist of twelve defensive players.

4.5 Loaning Players.

4.5.1 Loaning of Game Day Players. A team may offer to loan player(s) to the opposing team having less than 12 players to both bat and field for the receiving team. The receiving team may refuse to accept the player(s). A player loaned for both offensive and defensive purposes shall be permanent for the entire game

4.5.2 Failure To Loan Players. A team having less than 12 players may request up to two players for defensive purposes only from the opposing team and the opposing team must provide no more than two players. Failure to do so will result in a forfeit for the refusing team.

4.5.3 Selection of Loaned Players .The selection of which players to be loaned for defensive purposes only is at the sole discretion of the loaning team's manager and may be changed every inning. The defensive positioning of the loaned players is at the sole discretion of the borrowing team.

4.5.4 Compliance With Assignment of Substitutes Rule 4.8 A team may not request to borrow players from the opposing team if it has not complied with the Assignment of Substitutes Rule.

4.6 Players Leaving Early. The manager must notify the opposing team prior to the beginning of the game if a player needs to leave the game prior to completion. Otherwise, an out will be recorded each time the absent player's position comes to bat.

4.7 Departure for Illness Injury or Emergency. If a player becomes ill, injured or bleeding during the game, or receives an emergency phone call, he may leave without penalty. If he recovers or stops bleeding, he may return to the game. Opposing managers must be notified of the exit or reentry. No out shall be recorded if the removed player's time to bat comes up while he is not in the game.

4.8 Assignment of Substitutes. In the event a team has less than 12 players for a particular game, the manager can request players from the Available Players list. Available Players are defined as qualified league players who do not have a scheduled game at the time needed and are available to be a substitute player for another team. Available Players include:
a. Players on a bye
b. Players from a cancelled game
c. Players who are playing in either the late or early game of a scheduled double header
d. Players who have qualified to be a league player but have not yet been assigned to a team
e. Players who have qualified to be a league player but wish to be a substitute player only
f. Players who qualify above and show up prior to a league game as a "spectator." The "spectator" player can be recruited to play provided the manager(s) follows the current rating guidelines for substitute player assignments as stated below and both managers agree to this substitution.

4.8.1 Maximum Players Assigned and Rating. A maximum of two Available Players may be used as subs. Available Players used as subs must be rated equal to or below the rating of the missing player(s) and defined as follows:
a. If a team is assigned one player, the maximum rating for that player will be less than or equal to the rating of the in-need-team's highest rated missing player.
b. If a team is assigned two players, the sum of the ratings of the two assigned players cannot be greater than the rating of the in-need-team's highest rated missing player plus 12.
c. The plus 12 rule does not allow any assigned player's rating to be higher than the highest rated missing player's rating. (Example: Team A that is missing 15 and 14 rated players, cannot be assigned 16 and 11 rated players. The first assigned player cannot exceed 15 and the total cannot exceed 27.
d. The rating of the second highest rated assigned player cannot be higher than the rating of the second highest rated missing player. (Example: Team A that is missing 16 and 13 rated players, cannot be assigned 14 and 14 rated players.) The highest rated player can be up to 16 but the second assigned player can never be above 13 and the total cannot exceed 28.
e. The "plus" number +12 is the average rating for all players from the current season's preseason draft. Every season, the average rating for all players from the preseason draft (rounded to the nearest whole number) shall be used as the "plus" number. Irrespective of the league average exceeding 12, the "plus" number shall not exceed +12.

4.8.2 Process for requesting/assigning Available Players

a. The Commissioner assigned to manage the assignment of Available Players is the single point of contact. In the event that the assigned Commissioner is not available another Commissioner will be designated as an alternate for the specific period of unavailability. This designation will be communicated to all managers via e-mail.

b. Available Players may be requested by a manager via e-mail with the designated commissioner no sooner than 2:00 pm Thursday in the week preceding the week for which the Available Player(s) are requested. Phone calls to the designated commissioner should only be utilized for last minute emergency assignment needs.

c. Requests must include:

(1) The specific date or dates for which Available Player(s) are requested.

(2) For each game the number of Available Players being requested.

(3) For each game, a list of all the team's missing players and their rating(s).

(4) For each game, the names of any preferred specific players from the Available Players list (subject to the ratings rules above).

(5) Upon receipt of the above requests, the designated commissioner will contact the appropriate Available Player(s) and obtain their agreement to play on an assigned the team.

4.8.3 Failure to Request Substitutes. If a team has less than 12 players for the game and a. did not request the maximum allowable number of substitute Available Players or refused a substitute Available Player, an out will be recorded even if the opposing teams lends a defensive player. If a team has less than 12 players for the game and did request the maximum allowable Available Players and did not refuse any Available Players, an out will not be recorded whether the opposing team lends a defensive player or not.

4.8.4 Substitute Documentation by Assigning Commissioner. To document the Available Players that each manager has requested or not requested for a given game, the Commissioner responsible for assigning Available Players will prepare and submit an email to both team managers indicating how many players were requested and how many were provided. The Commissioner will also confirm that no Available Players were available to play for a requesting team if such a case exists. The Commissioner will do this for every game.

4.8.5 Assigned Player on Game Day. Once an assigned player is assigned and is present at the field on game day any missing player is prohibited from playing in that game.

4.8.6. Team With Less Than 12 Players On Game Day. If a manager shows up with less than 12 players and did not request to have an Available Player assigned or chose not to accept the Available Players offered, then such manager cannot ask to borrow defensive players from the opposing manager and will so inform the other manager before the start of the game. See also Rule 4.5.4 et. seq.

4.8.7 Number of Players Eligible To Be Borrowed .- Table

# of Players	May Borrow	Total Players
7	0	Forfeit
8	2	10
9	2	11
10	2	12
11	1	12

Rule 5 - The Game.

5.1 Field Condition. League-wide cancellations for games can only be authorized by Commissioners. Game time cancellations will be determined by the home team manager. After the first pitch, the home team manager will be responsible for terminating the game due to weather, field conditions, severe injury, or other emergency condition.

5.2 Legal Game.

5.2.1 A regulation game consists of nine (9) complete innings unless the managers determine to play only seven (7) innings before the game. If for any reason, one team refuses to start or finish a game, the game will be forfeited to the opposing team.

5.2.2 All games shall be declared over and complete at the end of regulation play as defined above, regardless if the game ends in a tie score.

5.2.3 In addition, if a game is shortened for any reason, (e.g. weather), the game is official if:

5.2.3.a For a seven-inning game, four or more innings have been played (three and a half if the home team is leading). The score of the shortened game will revert back to the score from the last full inning.

5.2.3.b For a nine-inning game, five or more innings have been played (four and a half if the home team is leading). The score of the shortened game will revert to the score from the last full inning.

5.3 The first game of a doubleheader will be played to completion as outlined above.

5.3.a Terminated Game. If a game is called with fewer than five (5) innings, the game will be rescheduled and played from the point of suspension at the Commissioners' discretion. They will determine if a game needs to be replayed.

5.4 Five Run Limit Rule. A team may score up to five runs each inning. If a team is behind by more than five (5) runs, they may exceed 5 runs until the score is tied. There is no limit to the number of runs a team may score in the final inning.

5.5 Flip Rule. Following the next to last at bat of the game (8th for 9 inning game/6th for 7 inning game), should a team trail by 10 or more runs, the flip rule goes into effect. The team behind by 10 or more runs will take their final at bat, immediately following that inning. Should the team that was behind, tie or go ahead, the other team will then take their final at bats.

5.6 Force Outs. All plays at any base are “force outs”. Players may be tagged out except at home plate.

5.7 Fielders. Outfielders shall not position themselves in front of the cones until the ball is hit by the batter. At no time prior to a ball being hit, shall more than five infielders, excluding the pitcher and catcher, be positioned on the infield. The number of outfield players shall be limited to five. Upon the ball being hit, an outfielder may advance onto the infield to attempt to make a play. All players must be in fair territory for play to commence, except for the catcher.

5.7.1 Violation Before Ball is Pitched. Should a violation of this rule be observed by the offense team before a ball is pitched, the offense team manager should call time and the umpire should reposition the defense player(s) to conform with this rule.

5.7.2 Violation After Ball is Batted. Should a violation of this rule be observed against the defensive team following a batted ball being put into play, the batter is called safe at the base to which the batter is attempting to reach, with an appeal to the umpire (to verify that the umpire observed the rule violation). This action would be taken whether that out-of-position player(s) was(were) involved in said play. If this violation takes place and a play is made to a baserunner (rather than a batter), the runner attempting reach a base is awarded that base if an appeal is made to the umpire and the violation was observed.

5.7.3 Base Runners Between Third and Home and Crossing Home Plate Scoring Line. Base runners may be tagged out by a defensive player between third and home before crossing the commitment line. Once a base runner has crossed the commitment line, the runner cannot be tagged out. The runner is out if a defensive player has the ball and contacts the strike mat before the runner crosses the home plate run-through (scoring) line or if the runner’s foot has broken the vertical plane of the home plate run-through (scoring line) but has not touched the ground on or beyond the home plate run-through (scoring) line. A runner running between the home plate mat and the beginning of the scoring line is considered the same as running to and touching the home plate mat. The runner is automatically out and not subject to appeal.

5.8 Infield Fly Rule. The infield fly rule is not in effect.

5.9 Sliding is prohibited. A base runner that slides shall be called out. Sliding and or diving into or back to a base is prohibited and shall be an automatic out. A player who in the judgement of the umpire inadvertently falls or is tripped to the ground may get back to the base in any manner and is not considered to have violated the sliding definition or game rules.

5.10 Time outs. Time out can only be granted by the umpire when (1) the ball is in the possession of the pitcher and (2) progress of play/action has been completed

Rule 6 - Pitching Regulations

6.1 Legal Pitching Delivery. The pitched ball must be delivered with a perceptible arc and must surpass the top of the pitching screen, while not exceeding a maximum height of twelve feet from the ground. The home plate umpire should determine if a pitch is illegal while the ball is inflight and loudly call a pitch "high" or "low" if the umpire has determined that the pitch is illegal. However, if a pitch is determined to be low by the umpire, but the umpire did not have time to call the pitch while it was inflight, then the umpire can still call the pitch illegal after the pitch has struck the ground and if the batter has not swung at the pitch. A pitch must be delivered from the rubber/pitching line with one foot in contact with the rubber/pitching line or up to a point of six feet behind the rubber/pitching line. A pitcher cannot release the ball if both feet are ahead of the rubber or pitching line.

6.2 Walks. This Rule pertains to ANY walk, intentional or unintentional.

6.2.1 First Walk to a Batter. The first time a Batter is walked, play will continue without any change to the existing rules.

6.2.2 Second Walk to Same Batter. The second time that same Batter is walked, that Batter is awarded two bases.

6.2.3 Third and Subsequent Walks to Same Batter. The third time and any subsequent time that same batter is walked, that batter is awarded three bases.

6.2.4 Any existing runner on base will only advance to the base to which they are forced.

Rule 7 - Batter-Runner and Runner

7.1 Reversing Directions. Runners going between first and second, second and third, or third and the commitment line may reverse direction only once in moving from one base to another if a play is being made on that runner. If a violation of this rule is observed by the opposing team and observed by the umpire, an out call will be made. A throwing action by a fielder is a play whether the throw is made. If the ball is in play, a new play commences for the purpose of reversing direction. A runner from third base who crosses the commitment line must continue to the scoring line and may not return to third base. A violation of this rule results in a player being called out.

7.2 Pinch Runners. Any player can pinch run for any other player at any time except when

a. Any player/batter that uses a pinch runner cannot pinch run for any other player for the rest of the game. A violation of this rule shall result in an out and the runner removed from the bases.
b. A player can only pinch run once per inning unless the lineup turns over. A violation of this shall result in an out and the runner removed from the bases.
c. Managers can agree to waive this exception if there is a shortage of available pinch runners.
d. A pinch runner already on base can be substituted for at any time for any reason (including but not limited to when it is their turn at bat) without an out being recorded. This substituted pinch runner can continue to pinch run for the rest of the game without an out being recorded.
e. A manager cannot compel or coerce a player to uses a pinch runner.
f. A pinch runner is not official until play has resumed. Changes to a substitute pinch runner can be made before play resumes.

7.3 Collisions. Runners must avoid collisions by running around a fielder who is making a play. Since the play is in front of the runner and can be seen more readily by the runner, runners must make every effort to avoid collisions. ASA rules regarding interference and obstruction are in effect.

7.4 Soccer goals. A fair ball going into a soccer goal or one that makes contact with the goal frame that is in foul territory is an automatic ground rule double. All runners already on base shall advance two bases. A ball going into a soccer goal between the lines (in fair territory) is in play. A soccer goal that overlaps both fair and foul territory should be considered as a soccer goal in foul territory.

7.4.1 Soccer Goal or Dead Ball Territory - Umpire Judgement Calls. When, in the judgement of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball into a soccer goal or dead ball territory, the umpire shall award the batter/runner a base that the umpire believes the batter/runner would have reached had the intentional act not taken place.

Rule 8 - Greenies (Green/Outfield)

8.1 A batter/runner who hits a pitched ball which touches the outfield/green that is either on the fly (without being caught) or on the ground (whether touched by an infielder or not) cannot be thrown out at first base.

8.2 If a batted ball touches the green/outfield as noted above, it is at the discretion of the batter/runner to advance to first base. If a batter is intentionally walked or by receiving four balls, it is at the discretion of the batter/runner to advance to first base. If a batted ball is hit over the fence for a home run, it shall be scored as such. It is at the discretion of the batter/runner whether or not to run the bases.

8.3 A batter/hitter may be thrown out if the batter/hitter attempts to advance beyond first base. Any runners on base advance at their own risk.

8.4 A fielder who fields a ground ball hit by the batter before the ball touches the outfield green may throw the batter out at first if the fielder's momentum carries the fielder into the green after fielder fields the ball.

8.5 An outfielder is permitted to charge towards the infield or onto the infield after a ball is batted. If the outfielder fields the ground ball on a hop before the ball touches the grass or green, the outfielder then may throw the batter/runner out at first base.

Rule 9 - Protest Procedures

9.1 Protest Procedures. A protested game must be completed. Protests must be based on a rule misinterpretation not on an umpire's judgment call.

9.1.1 A valid protest will be made to the opposing manager by no later than the end of the inning, or before the first pitch of the next half of the inning.

9.1.2 The manager making the protest shall have one of his players witness the protest to the opposing manager.

9.1.3 Specifics of the protest should be documented in both scorebooks at the time of making the protest, including:
a. The nature of the protest (essential facts, details, and conditions relevant to the protest including the field of play if relevant),
b. Rule involved in the protest (ASA or local),
c. Inning in which the protested action or disputed call took place,
d. Names of players and/or umpires involved in the subject of the protest

9.1.4 The protesting manager shall submit the protest in writing to the Commissioners in writing within 24 hours along with a $25.00 fee. A verbal protest to commissioners is not permitted.

9.2 If the protest is successful and the decision could have changed the outcome of the game, the game shall resume from the point of the protest until the end of a game.

9.3 A protest can be withdrawn at any time, however, once the written protest is received by any Commissioner, the fee is due from the manager. Commissioners cannot waive this fee once the protest is received. Protest fees are the sole responsibility of the team manager and cannot be shared by team members.

Rule 10 Incidents.

10.1 Forfeits, game Terminations, etc. The home team manager shall report, in writing, all incidents involving forfeits or other game terminations to the Commissioners on the day of the game. The Commissioners shall determine if further action is needed.

Rule 11 - Umpires

11.1 Umpire Assignments. The first base coach shall call plays at first base. The third base coach shall make calls at second and third base. The first base umpire shall receive appeal calls (if any) for calls made by the home plate umpire for a runner trying to score at home. A member of the offensive team shall be home plate umpire and shall call balls and strikes, determine if pitches are legal, and call fair and foul balls. Managers are responsible for providing player umpires that are competent and aware of both ASA and the local rules. First base coach and third base coaches will make calls regarding a batted ball reaching the outfield as it applies to Rule 8 (Greenies (green/outfield)).

11.2 Close Calls and Rule Interpretations. When an umpire makes a close call or a rule interpretation, the umpire may request assistance from other umpire(s) to make a final decision. In the case of an appeal, the umpires should confer and come to an agreement, if possible. If there is no agreement, the original umpire who made the call is not obligated to give up the call. In addition, only a manager or the designated alternate manager may appeal to the home plate umpire for a final decision.

11.3 Manager As Umpire. If an offense manager is acting as any umpire and makes a call in favor of the defensive team, another offense team member may appeal that call to the home plate umpire (or 1st base umpire). This would be the only exception to rule that designates the manager as being the person to make appeals to the home plate umpire.

11.4 Conflicting Umpire Calls. If there is a disagreement as to a call made at home by the home plate umpire, an appeal can be made to the first base coach. The first base coach may confer with the home plate umpire and all umpires on the field. If the first base coach did not see what happened at home, the call is owned by the home plate umpire.

11.5 Volunteer Umpire Approvals. Either home team or visitor manager can get a volunteer umpire during the regular season. Both managers must approve any volunteer umpires (beyond the player/umpire). For post season play, the chief umpire shall assign the umpires.

Rule 12 – Official Score, Scoring

12.1 Scorebook. The home team is responsible for keeping the official score. Managers shall verify the score while the game is in progress. Managers shall verify the final score before leaving the playing field.

Rule 13 - Use of ASA Playing Rules

13.1 Local Rules Prevail. ASA rules are used except as provided for in these local rules. The local rules prevail over ASA rules in the event of conflict.

13.2 Local Rule Changes. Any local rule changes approved by greater than 50% of the managers and the Commissioners during the season are eligible to be implemented immediately. This will be determined by a separate vote approved by greater than 50% of the Managers and Commissioners.

Rule 14 - Post Season Tournaments.

14.1 Rostered Players. All teams shall only play with their own rostered players.

14.2 (a-c) Tie Breakers. In the event of a tie among two or more teams in the standings at the end of a regular season, the following criteria will be used to determine rankings in the following order:
a. head-to-head win-loss record(s)
b. total runs differential head-to-head
c. total run differential for the season

14.3 Post-Season Player Rotation

A. Purpose. When, at the start of a post-season game, one team has one, two or three more rostered players available to participate than its opponent, this rule permits the team with the larger roster to rotate players so that both teams may field and bat **the same number of players.**

B. Definition — Rotating Player. For purposes of this rule, a **"rotating player"** is a rostered player who temporarily leaves the 12-player fielding and batting lineup and is replaced by another rostered player. A rotating player remains eligible to return to the game under the provisions of this rule. The term "rotating player" is separate from and does not replace the term "substitute" as otherwise defined elsewhere in these Rules.

C. When the Rule May Be Used. In the event that a team maintains a surplus of **one, two, or three** available rostered participants compared to the opposing squad, the manager **may elect to designate up to two, four, or six rostered players** to serve as rotating players, correspondingly. The sets of rotating players must be declared before the game starts as part of the lineup exchange between managers and umpires.

D. Minimum Fielding Requirement. Each rotating player shall play a fielding position for a minimum of **four consecutive innings** during each period in which that player is in the game. A rotating player shall bat only during the innings in which that player is also playing a fielding position.

E. Rotation. After a rotating player has completed the required four consecutive innings of fielding, the manager may rotate that player out and another designated rotating player into the game. The player entering the game assumes the batting position of the player leaving the game and any fielding position.

F. Election Not to Use Rotation. The manager of the team with the larger roster is not required to use this rule. If the manager elects not to use player rotation, the normal minimum-playing-time requirements shall apply to all rostered players, including the requirement that each player play a fielding position for at least four innings and bat throughout the game.

G. Pinch Runners. Only players who are rotated IN (in the lineup) are available to pinch run per the pinch runner rules.