

2022 SFGSL RULES OF PLAY FOR UMPIRES

Equipment

1. A catcher's mask or face guard is recommended but not mandatory. Players should have shirts of like color with a 6" number on the back. No metal cleats are allowed. Bandanas are acceptable but are not to be worn around the neck.
2. Home team is responsible for providing one new game ball —
Open - .52/300; Women's - .44/375 (ASA approved). USA/ASA Non-Approved Bat List will be in effect. Composite Bats are allowed in all divisions of play. Use of a non-approved, altered or bat removed from play will result in an out and ejection.

SSUSA BATS ARE NOT APPROVED; USA/ASA STAMP IS THE ONLY VALID STAMP.

Lineups

1. Teams may start play with 9 or up to 12 without penalty.

All players present and eligible to participate should be listed on the lineup card.

Players who arrive before the end of the game may be added to the non-starter section for the purpose of post-season eligibility.
2. Teams may designate 1 or 2 players as the Extra Player (EP) when batting 11 or 12 in their lineup.
3. Shorthanded Rule: A team may start or finish the game with 9 players without penalty. If a 10th player arrives, they must immediately be added to the lineup. Teams using an EP may finish the game with 9 or 10 players without penalty if players are lost for any reason other than ejection and no sub is available. If player(s) is lost due to ejection and no sub is available, the team must take an out in each vacated spot in the lineup when due to bat.
4. Pick-Up Players

(Women's Division) — A team with as few as 7 players may pick up as many as 2 players to play for them in that game. A team using pick-up players may have no more than 9 total players for that game. (Example: a team with 7 players may pick up 2 players; A team with 8 players may pick up 1 player.) The player(s) must be SFGSL-registered. A team may pick up players from the division in which they are currently playing or a lower division (EXAMPLE: B can pick up from B, C or D. C can pick up from C or D.) If roster team member arrives after the start of the game, she must immediately replace a pick-up player.

(Open Division) — Teams are limited to 3 pick-up players per game and may only use pick-up players a maximum of 3 GAMES during regular season play. Same rules apply for mixed division games and late arriving roster players.
6. At the end of each game, managers are required to initial next to the score on the umpire's lineup card. PLEASE REMEMBER TO DO THIS.

Time Limit

1. Games are 60 minutes. No new inning may start after 55 minutes. Timers are provided and required to be used for all games. There is a 10-minute grace period to get a minimum of 9 players to start the game. Grace period counts against game time. If neither team has minimum number to start at the end of the grace period, it is a double forfeit.
2. Regular Season games can end in a tie, if... 1) tied after 60 minutes, or 2) 7 innings have been completed and time is still left on the clock.
3. WS Berth Tournament games cannot end in a tie; therefore, the USA Tie Breaker Rule will apply.

Courtesy Runners

1. Any eligible player including substitutes may be used as the Courtesy Runner (CR) once per inning. This may be used AT ANY TIME and is not restricted to before the next pitch.
2. If a CR's turn at bat comes up while on base: 1) The player who the CR is running for will be called out; 2) The CR will be removed from base to take their turn at bat; 3) A second CR or substitute is NOT permitted at this time.

Starting Count

1. All divisions start with one ball and one strike, with one free foul after the 2nd strike.

Scoring Rules

1. Run Rules: 20 runs after 3 innings; 15 runs after 4 innings; 10 runs after 5 innings
2. Equalizer Rule: (For Women + B/C and D inter-division team play & Open E and D inter-division play), both teams have a 5 runs per inning limit through the first 4 innings (if 3 outs are not recorded.) The lower division team also receives an equalizer of five runs allocated at one per inning played for the innings 1-5. This equalizer run is included in the 5 runs per inning cap. Innings 5 through 7 are "open" scoring.
3. Home Run Rules:
Home run limits: Open A/B-3, Open C-1, Open D & E-0; Women's Division - Unlimited.
4. In the Open A/B and Open C divisions, exceeding the HR limit will result in an out. In the Open D & E division, this will be a half-inning ending out. In the Women's Division, any fair fly ball hit over the fence will be a home run. EXCEPTION: When playing an opponent from a lower division, any fair fly ball over the fence will be an out.

Ejections

1. Any player ejected by an umpire is automatically suspended from the team's next game and may be subject to further actions by the Board upon recommendation by the SFGSL UIC.
2. Any ejection relating to unsporting behavior requires an email send to the SFGSL UIC within 48 hours, containing all game information at the time of ejection. Email to: uicsfgsl@gmail.com
3. NO ALCOHOL is allowed in the dugouts at the fields.

NOTE: Umpire is responsible for behavior in the dugout areas and field of play — NOT for what goes on in the stands.

Protests

1. An official protest involves a rules interpretation, an illegal player, or an ineligible player.
2. Only the team manager may notify the plate umpire of his or her intent to play the game under protest and must be registered to the umpire before the next pitch or before the umpire has left the field. The protest must be noted on the lineup card, along with the details of the protest, the inning, number of outs, ball and strike count, position of base runners, score and time. If the protest cannot be resolved immediately, the game should go on. An email, text or phone call is required within 24 hours to the SFGSL UIC: uicsfgsl@gmail.com; Alex (415) 286-0369; or Stacy (415) 286-3281.

Electronic Devices

2. Cell phones or other such devices are not permitted on the field.

Note: There are 3 or 4 teams that have ADA players. Supporting documentation has been received for these players. Managers are to notify the umpire at the pre-game meeting.

Batter(s)-on-Deck

1. To keep the flow of the game and getting 7 innings in, 2 on-deck batters are allowed at Kimbell and Moscone 2 fields.