

2024 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. Hats may be worn forwards or backwards.
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 6 players may pick up as many as 3 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 either Women's+ division. If a roster team member arrives after the start of the game, she must immediately replace a pick-up player. Non cisgender men who play in the equivalent or lower open division can also be pickup players.

(Open Division) — Teams are limited to 3 pick-up players to reach a roster lineup of nine 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, game is over.
3. WS Berth Tournament games cannot end in a tie; therefore, the USA Tie Breaker Rule will apply.

Courtesy Runners

1. A courtesy runner (CR) can only be used once a player has successfully reached first base or beyond and time has been called.
2. 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.
3. 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 and Legal Delivery of Pitch

1. All divisions start with one ball and one strike, with one free foul after the 2nd strike.
2. ARC is 6 – 12 feet from the ground.
3. The pitcher must begin each pitch with at least one foot in contact with the pitching plate.

Scoring Rules

1. Run Rules: 20 runs after 3 innings; 15 runs after 4 innings; 10 runs after 5 innings
2. Equalizer Rule (Women's Division and Open E Division):

When playing an opponent in lower division, both teams, runs per inning will be capped at 5 runs if 3 outs are not made in that inning. This is in effect through the first 4 innings only. Innings 5 - 7 are uncapped. The lower division team will receive an equalizer of up to five runs allocated at one additional run per inning played for innings 1-5 if the lower division team does not score 5 runs in innings 1-5.

3. Home Run Rules:

Home run limits: Open A/B-3, Open C-1, Open D & E-0; Women's+ Division - Unlimited.

Open A/B - 3 Exceeding the HR limit will result in an out.

Open C - 1 Exceeding the HR limit will result in an out.

Open D & E - 0 Exceeding the HR limit will result in a half-inning ending out.

Women's+ - Unlimited. 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. There is absolutely NO DRINKING during the game. This is an automatic ejection.

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 question about a rule interpretation, an illegal player, or an ineligible player. Judgment calls by the umpire cannot be protested. 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.
2. Any player who is challenged on eligibility will be requested to show proof of ID to the umpire. The umpire will designate the player in question on the line-up card. If the player does not have ID, he/she must sign the line-up card or forfeit the game. All information must match the official League roster.
3. 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.

ADA Players

1. A player with an approved ADA accommodation that requires a courtesy runner (CR) can use a CR each time they successfully reach first base or beyond. The CR for an ADA runner will be the last completed at bat not on base and will not count towards the team's allotted CR(s) per inning. A team may choose to use their allotted CR per inning for an ADA player, in which case any player on the roster can be the CR.
2. A player with approved ADA accommodation may elect to be a defensive player only. The player must be included on the line-up card occupying the last spot in the batting order. Their place in the batting order will be skipped over, and no out will be recorded.
3. There is no accommodation that allows a CR to start behind home and run for the batter. The batter must successfully reach first base or beyond before a CR can be used.

Additional Items

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.
2. Cell phones or other such electronic devices are not permitted on the field.
3. Use generic terminology or the player's jersey number (batter #17, runner #9 id out, etc.)
4. Stay out of trouble – do not assume gender or how the player identify themselves.