



RENAISSANCE CITY SOFTBALL LEAGUE

2024 RULES OF PLAY

ALL USA AND IPRIDE SOFTBALL RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN

1. LEAGUE DIVISION FORMAT

- **Competitive Division (Div 1 & Div 2)**
 - Maximum Team Rating of **115** (Team Rating is the sum of the 10 highest rated players on the team).
 - No Individual Player Rating Limit.
 - Teams participate in Round Robin style first half to determine division placement for remainder of the season including playoffs.
- **E Division**
 - Maximum Team Rating of **75**.
 - Individual Player Rating no higher than **8**.
 - Players who have Ratings Question 3 are not allowed to participate in the E Division (ability to hit 250'+ at least 20% of time).

2. QUALIFYING TEAMS

- **To qualify for League Play, all Teams must:**
 - Be considered in good standing.
 - Pay their Team Fees in full by April 30th, 2024.
 - Have at minimum 13 Registered Players but no more than 20 Registered Players, including at minimum 7 Registered LGBTQ+ players by April 20th, 2024 (**Registration Closing Date**).
 - A Team may have an unlimited number of Registered Non-Players.
 - Be within the total Team Rating Limits of their respective divisions (see **Item 1** above).
 - **Adhere to the league Code of Conduct and Rules of Play.**

3. QUALIFYING PLAYERS

- **To qualify for League Play, all Players must:**
 - Be considered in good standing.
 - Be at least 18 years of age and contribute towards their Team's Fee.
 - Players under 18 must be approved by the Executive Board and play on their parent or guardian's team.
 - Register as a Player by the Registration Deadline.
 - **Adhere to the league Code of Conduct and Rules of Play.**

4. UMPIRES

- Must be USA Certified and hired by the Umpire in Chief (UIC), Linda Paolozzi.
- One (1) Umpire per game, except for the later playoff games when there will be two (2) provided.
- Umpire Fees will be \$40.00 per game.
- Must receive at minimum 24 hours' notice of any cancellation of game(s), otherwise cancellation fees previously agreed to by the Executive Board will be made.
- **Must adhere to the league Code of Conduct and Rules of Play.**

5. LEAGUE PLAY

- **During league play, Teams:**
 - **Must ensure that all Players and Non-Players within the field of play, including dugouts, are listed on their QuickScores Roster.**
 - **Must have similar jerseys with numbers.**
 - Will play without penalty by fielding 10 position players (**at least 5 LGBTQ+**).
 - May add up to 2 Extra Hitters (EH) to their lineup regardless of LGBTQ+ status.
 - Must finish with the same number of players in the lineup as they started with (if 10 or more players).
 - If a player is removed from the lineup for any reason, a listed substitute must enter in their place otherwise an automatic out will be recorded in that lineup spot.
 - **May play with only 4 LGBTQ+ position players** but must follow the 9-Player Rule below.
 - May add up to 2 non-LGBTQ+ players as EH.
 - May play with 9 players but will be forced to take an out in the lineup for the 10th fielding position.
 - May at any time add a 10th Player if the player was listed as a Substitute on the Lineup Card **and able to field at least 5 LGBTQ+ players.**
 - Must Forfeit if they have less than 9 players or less than 4 LGBTQ+ players (**Pickup Players not allowed**).
 - **Are responsible for Umpire Fees for any games forfeited without 24 hours' notice to the Executive Board.**
 - May request to add a Player(s) to their Roster during the season due to unforeseen circumstances (must maintain LGBTQ+ Participation Rules).
 - Requests made to the Fields Director/Team Rep to be brought to the Executive Board for a determination.
 - **Must always adhere to the league Code of Conduct and Rules of Play.**
- **Game Rules**
 - No Metal cleats.
 - Only USA-Approved bats are allowed.
 - Only League Provided Game Balls are allowed.
 - **Game Time.**
 - All Games will be 50 minutes and start on the hours between 9A & 4P.
 - There is a 10-minute grace period for all 9A games but only 5-minutes thereafter.
 - Exceptions will be allowed for Teams that may still be playing on another field. These teams will be allowed a 5-minutes grace period once arriving at the field for their next game.
 - The time starts once the umpire tells the home team to take the field.
 - No new inning will start after 50 minutes expire.
 - **Scorebooks/Lineup Cards**
 - Lineup Cards must be provided to the opposing team's Scorekeeper or Coach prior to the start of each game.
 - Players must be listed by FIRST NAME and if necessary, the initial of their LAST NAME.
 - All Players on the Lineup Card including Substitutions, must be listed with their jersey number.
 - **All LGBTQ+ Players must be marked with an asterisk (*).**
 - No substitutions are allowed if the player was not listed as a Substitution on the Lineup Card.
 - Scorebooks must be completed by both teams for every game and be made available to the Executive Board upon request.

- **Count/Strike Zone Mats**
 - All batters will start with a 1 ball and 1 strike count.
 - A courtesy foul ball is allowed.
 - If a batter has 2 strikes, they will be called out on strikes after hitting 2 foul balls.
 - When a Strike mat is used, any pitch reaching a 6-12' arc that lands on any part of the mat, is a strike.
 - **For Competitive Division ONLY** - Home plate is considered a ball unless the pitch grazes any part of the mat.
 - **For E Division ONLY** – the plate is considered part of the strike zone.
- **Courtesy Runners**
 - 1 courtesy runner allowed per inning per team.
 - Any player on the Lineup Card including substitutes, may be used as a courtesy runner.
 - An out will be recorded if a courtesy runner is on base when it is their turn at bat.
- **1st Base Safety Bag**
 - Runners must hit the orange bag when there is a play at 1st base.
 - On a base hit, the runner has the right to the white part of the bag and turns toward 2nd base.
 - On an overthrow to 1st base, the runner does not have to go back to touch the white part of the bag to advance to 2nd base.
- **Slide Rule**
 - Other than 1st base, when there is a play to be made at any base including home plate, the runner must slide or in the case of a force play, yield to the defensive player.
 - If the runner doesn't slide or yield, the runner is called out and if applicable, the runner at the base behind them is also out (double play).
 - If there is no play to be made or if the runner will clearly beat any incoming throw, the defensive player must yield to the runner at all bases including home plate.
 - If the defensive player doesn't yield to the runner, the runner is awarded the next base or in the opinion of the umpire, subsequent bases.
- **Home Runs**
 - **E Division** - Any over the fence Home Run is an inning-ending out and the batter must be reported to the Executive Board.
 - In addition, any ball that hits the fence in the air is an automatic out (not inning-ending) and the batter must also be reported to the Executive Board.
 - **Competitive Division** – Each team is allowed 1 over the fence Home Run and any subsequent ball hit over the fence is an automatic Double.
- **Infield Fly**
 - Once the umpire calls an infield fly, the batter is out, and the play is dead.
 - There can be no advance by runners on a called infield fly.
- **Foul Tip**
 - A foul tip caught by the catcher is an out **if the tipped ball reaches a height over the shoulders of the batter.**
- **Run Rules (Regular Season and Playoffs) – All Divisions**
 - Games will end after a fully completed inning in the following scenarios:
 - 20 Run Lead after 3 innings.
 - 15 Run Lead after 4 innings.
 - 10 Run Lead after 5 innings.
 - E Division Only:

- There is a 7-run limit allowed per inning per team except for the last inning.
- **Tied Games**
 - No game shall end in a tie.
 - The international tie-breaker rule will be used in the event of a tie.
 - The last batter scheduled for the inning will be placed at 2nd base with no outs (ex., if the 5th batter in the lineup is scheduled to lead off, the 4th batter in the lineup will go to 2nd base).
 - The team may use their allowed courtesy runner or make a substitution for the runner placed at 2nd base.
 - The game will continue until there is a winner.
- **Protests**
 - **Regular Season**
 - A protest can only be made by a Coach.
 - It must be made known to the umpire during or immediately following the game.
 - The Coach must notify the Fields Director/Team Rep that the game has been protested and why.
 - The Fields Director/Team Rep will bring the protest to the Board and a decision will be rendered prior to the following week's games.
 - All decisions are final and may not be appealed or referenced in any future Protests.
 - **Playoffs**
 - Player or Team Rating Protests are prohibited.
 - Protests must be made known to the umpire during or immediately following the game.
 - The protesting coach must notify the Fields Director/Team Rep or any other Board Member of the Protest.
 - If the protest is regarding player eligibility, all coaches must be prepared to provide proof of eligibility by way of their regular season scorebooks showing that the player(s) in question played in at least 50% of regular season games.
 - Being listed as a Substitute but not entering a game does not qualify as playing.
 - The Board will make a decision as soon as possible.
 - All decisions are final and may not be appealed or referenced in any future Protests.

***If needed, the Executive Board reserves the right to amend the Rules of Play by majority vote.**