

LOST and FOUND

Any articles found at a game site will be collected, tagged and turned in to the Athletic Center by the Field Supervisor. They will be stored at the office for a period of 30 days. If they remain unclaimed after that period, they will be donated to an appropriate organization.

SPECIAL 2021 RULES

1. **Third base commitment line and scoring line will be used in ALL leagues, MENS, WOMENS, COED AND COED INDUSTRIAL.**
2. **The strike will be used in ALL leagues, MENS, WOMENS, COED AND COED INDUSTRIAL.**
3. **Any pitched ball meeting the 6' and 10' pitching regulations, will be called a strike if it touches any part of the mat. There is no longer a mat and homeplate.**
4. **There is no touching of homeplate by any runner.**
5. **All plays at the plate are a force play situation, regardless if there is a runner advancing behind the runner vacating third base.**
6. **Once the runner crosses at least one foot over the line and breaking the commitment line plane, they are required to go to the scoring line.**
7. **If the runner does not commit, he/she may return to third base with the liability of being tagged out.**
8. **The runner cannot be tagged after crossing the commitment line.**
9. **Masks are not required at outdoor participation events on THPRD property as of June 1, 2021.**
10. **Postgame handshakes are NOT recommended at this time.**

2021 SUMMER ADULT SLOW PITCH SOFTBALL

RULES & REGULATIONS

For Men's, Women's, Coed and Coed Industrial Leagues

The 2021 Slow Pitch Summer Softball Leagues will abide by all 2021 USA Softball Association (USA) Rules and/or the following regulations established by Tualatin Hills staff. The Tualatin Hills Park & Recreation District will make additions and subtractions to these rules and regulations as the need arises. **It is the responsibility of each team manager/coach to familiarize their players with all of the following Tualatin Hills Park & Recreation District league rules and regulations.**

PLAYING CONDITIONS / WEATHER / MAKEUPS

In case of bad weather, it is the team manager's responsibility to call THPRD's rain out number at **(503) 629-6395**. This recorded message, updated at **3:00 pm** on weekdays and at **10:00 am** on weekends (3:30 pm game starts), will inform managers of game status for that day. **Rain out and field condition information can also be found on our website at: <http://www.thprd.org/sports/leaguesched.cfm>.**

1. Once an umpire cancels a league game on a field due to weather or field conditions, all additional games on the same field will be canceled for the rest of the day/night, unless specified on the recorded message **(503 629-6395)** or on the website. Once games are canceled, THPRD will attempt to update the reordered message/website.
2. THPRD will attempt to schedule makeup games on the same league day/night of the week but may be limited to times and fields available, including possible double headers. Team managers will be notified as to the time and location of the makeup games. Due to limited field and times, makeup games scheduled by THPRD will be final.

CHANGES AND/OR ADDITIONS ARE NOTED IN RED.

EQUIPMENT

1. Only Softball approved equipment will be accepted. Each team must supply their own bats, gloves and practice balls.
2. Shirts with at least 6" numbers on the back are recommended to be worn by all persons actively playing in the game. THPRD recommends that shirts of the same or similar color be worn by all team players. Any protest regarding shirts must be brought to the umpire's attention **prior** to the game starting.
3. When wearing metal joint braces, all exposed metal must be covered. If not, then it is an immediate ejection.
4. For men's & coed league play, the only ball used will be a 12 inch .52 COR with 300 compression, and for women's league play balls will be 11 inch .52 COR with 300 compression
5. THPRD will distribute new "Game Balls" to each team before the start of league play. The home team will supply 1 new and 1 used regulation ball in good condition as a backup for each game. The game balls will be given back to the home team at the completion of the game. When a team hits the ball over the fence, that team must retrieve or replace it with a good quality regulation ball. In other words "those that hit it, get it". **If you hit the other team's ball over the fence and do not retrieve it, you must supply a replacement ball of equal condition to the team that supplied the ball.**
6. New extra game balls can be purchased. A limit of 3 of either ball may be purchased per day.
7. Bat testing will be provided.
8. **Only bats with preapproved 2021 THPRD league stickers will be eligible for league play and playoffs. Previous years' stickers are void.**
9. **NO SENIOR BATS of any kind.**
10. **Wood bats will not be compression tested but must be checked by staff for cracks or alterations before being issued a 2021 sticker.**
11. **A player found to be using an illegal or altered bat will be deemed out for that at-bat. Stepping into the batters box qualifies the player for the illegal bat penalty, regardless if a pitch has been thrown.**
12. Metal spikes may not be worn during any THPRD Adult Softball League or Playoff Games! This includes All Levels, All Leagues! **NO METAL SPIKES!** Batters will receive a warning, and will be an out for the initial violation. Stepping into the batters box qualifies the batter for the metal spikes penalty. If spikes are not removed then, the player will be ejected. Fielders coming off the field observed in metal spikes will be an automatic out for their next turn at bat.

FACILITY REGULATIONS

All team members are responsible for enforcing these rules. If a team is found guilty of violating these rules, it will forfeit that evening's game and will be placed on probation.

THPRD HMT and PCC COMPLEXES

1. **Smoking and vaping are prohibited at ANY THPRD Complexes.**
2. Alcoholic beverages are not allowed on any THPRD property. Any individual player, coach, manager, scorekeeper or spectator found to be in possession of an open container of alcohol while on THPRD property will be excluded from THPRD properties for a minimum of 60 days. If the person refuses to give their identity, the team manager will be contacted and the team will forfeit games until the person is identified. There will be NO refund of team/individual fees for any games forfeited.
3. **Dogs must be on a leash at all times and must be secured and supervised.** Owners are required to pick up all dog waste.
4. Players and spectators are asked to leave the THPRD Complexes within 15 minutes after the last game of the evening.
5. **DO NOT LEAVE VALUABLES IN YOUR CAR. THPRD IS NOT RESPONSIBLE FOR THEFT OR VANDALISM.**

UMPIRES

1. An umpire will be scheduled for each game in all leagues.
2. Umpires shall have final authority on all matters relating to the game. They shall also have authority to conduct and supervise all non-game related decisions when a District Field Supervisor is not present.
3. All UMPIRES are employees of THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330.
4. Any concerns regarding umpires may be in writing or email form and shared with the Program Coordinator. Please include date, time, field and umpire's name if possible. Managers/coaches are encouraged to call (503) 629-6330 if they have questions on rules, policies or procedures.

DISCIPLINARY ACTION

1. Any player or manager that is ejected from a game **will be reported** to the Program Coordinator by the umpire of the game by noting it on the game report. **Once a player is ejected from a game, his/her spot in the batting order becomes an out for the rest of the game and a SUBSTITUTE CANNOT BE USED for the ejected player!**
2. Any individual player, coach or person actively involved in the game (i.e., base coach, scorekeeper, etc.) ejected from a game **will not be allowed to participate in the next scheduled league or playoff game** and they are placed on probation for the remainder of the season.
3. Any player ejected from 2 games will be evicted from the league for 12 months from the date of the second ejection.
4. If a player is ejected from league play two years in succession, they will be suspended from participating in the Tualatin Hills Softball Program for the next three years.
5. All ejections, suspensions and other disciplinary actions will be followed up with a letter to the team manager.

TEAM / PLAYER CONCERNS

If, in the opinion of the THPRD staff or any Umpire, any player or team registered in the program displays conduct of such a nature as to put the safety of the participants, employees, spectators and umpires in jeopardy, or continually abuses the purpose and guidelines of the program, that player or team shall be placed on probation. The procedure for such probation is as follows:

1. The designated team manager and the team/player will be notified by email to meet the Program Coordinator to review the events leading to the team/player probation. After mutual discussion, guidelines for further participation in the league of team/player(s) shall be set forth.
2. If the team or player(s) fails to comply with the conditions of participation, the team or player(s) shall forfeit all further games and all fees paid and will be automatically placed on probation for the following softball season. Also, in the case of a player(s) failing to comply, their team will be automatically put on probation for the remainder of the season.
3. If either the team manager or player(s) refuse or fail to appear for the meeting, the team or player shall be ejected from further league play and put on probation for the following season & shall forfeit all entry fees with no option to appeal.

PLAYING THE GAME

PRE-GAME CONFERENCE

During the pre-game conference, the representative is the team manager who will then clearly **share all covered information with the entire team.**

PITCHING REGULATIONS

1. Per USA regulations, the ball must be delivered with an arc and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground and not having excessive speed.
2. The pitcher must have one foot in contact with the pitchers plate at the time of the delivery.
3. **Pitching instructions using the strike mat will be reviewed in the pregame meeting**
4. If the defensive team desires to **intentionally walk** a batter, they can do so by notifying the umpire who shall award the batter first base.
In Coed only, any walk regardless of pitch count, intentional or unintentional, to a male batter will result in a two base award. If there are two outs the female has the choice to hit or walk.

GAME TIME

1. Length of the games shall be seven innings or one hour ten minute time limit (70 minutes) whichever comes first. No new inning will begin after the hour and five minute time. (65 minutes)
2. In the event of a tie during league games, the game will be recorded as a tie for both teams. If the one hour ten minute time limit has not expired, ONLY ONE extra inning shall be played to break the tie. If a winner is not decided in the allowable extra inning, the game is recorded as a tie.
3. The international tie-breaker is **NEVER** used.
4. **The game clock or watch used by the umpire will be the official time. The five-minute grace period is considered part of game time. It is both teams responsibility to get the official game start time from the umpire prior to the first pitch**

STEALING

Stealing is not allowed. **Runners may advance on a batted ball once the ball crosses the MAT.**

COMMUNICATION DEVICES

Usage of cell phones, go pro devices are not permitted on the field of play.

BATTING

Teams may choose to bat the “line up”, bat the roster **OR**, in **Coed only**, bat the wheel. Teams must declare in pre-game which batting option they will be using. Once declared, batting options cannot be changed.

BATTING THE LINE UP - All Leagues

1. In Men’s, Women’s and Coed divisions, teams can bat any number of players from 8-20. In Coed, teams must keep a male/female rotation.
2. All USA re-entry and substitution rules apply, except THPRD allows ANY substitute (must be the same gender in Coed) to enter in case of an injury. Once a player is removed due to injury, they can never re-enter the game.
3. THPRD does not abide by USA Coed softball rule regarding defensive placement. Defensive players can play any position regardless of gender. **In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.**

BATTING THE ROSTER - All Leagues

1. Teams can bat as many players as they want, up to twenty.
2. **ALL** players present **must** be listed in order in the scorebook.
3. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter has started his/her 2nd at bat. Once this occurs, no players may be added or substituted.
4. In Coed, the batting lineup must alternate male/female/male/female through the entire order.
5. Free and unlimited defensive positioning is allowed. In Coed, no more than 5 of each gender can be in the field on defense. A player may enter and re-enter in any defensive position at any time BUT THEY MUST KEEP THEIR SAME POSITIONS IN THE BATTING ORDER.
6. In case of injury, the player is removed from the batting order with no penalty, never to re-enter. NO substitutions are allowed for injuries when batting the roster. In Coed, to keep male / female batting order intact, the opposite gender either before or after the injured player in the batting order must also be removed with no penalty. They too can never re-enter or substitute (unless it is for another injury). **In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.**

UNSPORTSMANLIKE BEHAVIOR

1. Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner at any time before, during or after a game will be ejected and asked to leave the premises. Failure to do so will result in further disciplinary action up to, and including, ejection from the league.
2. Abusive language, directly or indirectly, sarcastic remarks or references or gesturing in such a manner as to indicate resentment (i.e., flipping the finger, etc.) used by any player or players before, during or after a game will mean ejection from the game. If a player or players refuse to leave the premises, the game will be forfeited to the opposing team.
3. Any spectator using abusive language or gesturing in such a manner as to indicate resentment will be warned by the umpire. Continued abusive behavior will be cause for stopping the game and it will not be restarted until the spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.
4. Any abusive action, physical or verbal, directed toward an umpire, District representative or District personnel, player, spectator, coach or manager before, during or after a game will mean automatic and permanent expulsion from the THPRD softball leagues. A telephone call and a letter will notify the manager of the expelled player.

3. Team managers may request an ID check of any player(s) at any time. The protesting team must ask the umpire to do an official roster/ID check on the player(s) requested. The team manager should supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that participating players correspond to the OFFICIAL ROSTER. If no roster is available or the player is not listed, the player(s) in question will be documented on the game report and the game will continue. A player's eligibility will be determined by THPRD the next working day at which time both coaches/managers will be informed of THPRD's findings. If the questioned player cannot produce acceptable ID, the player will be deemed illegal and the game is immediately forfeited. The time limit is still in effect and will not be adjusted for ID checks. All problems with illegal players must be reported to the Program Coordinator.

GHOST CARDS

1. Ghost Cards can be used when teams are short players for a game. If questioned, the Ghost player **must** provide acceptable valid picture ID.
2. The manager **MUST** give the Ghost Card information form to the umpire **PRIOR** to the start of the game. All Ghost Card forms used will be turned over to THPRD for review by being attached to the game report at the end of the game. GHOST CARDS **CANNOT** be used during **ANY** playoff games.

PLAYER CONDUCT MANAGER / COACH RESPONSIBILITY

1. Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game. Managers are identified at the plate pre-game- talk. Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

Note: We sincerely hope that none of the following steps have to be taken because of unsportsmanlike behavior on the part of players, coaches or spectators. Above all, this program strives to make the displaying of good sportsmanship a priority.

BATTING THE WHEEL - Coed Only

1. Teams can bat as many players as they want, up to twenty, even if the male to female ratio is uneven.
2. **ALL players present must be listed in order in the scorebook.** For ease of scorekeeping, it helps to list all players of one gender and then list all of the players of the other gender, instead of alternating.
3. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter of each gender has started his/her 2nd at bat. At this point, no players may be added or substituted.
4. The batting order must always alternate male/female. A batter will always follow the same person of the same gender throughout the game. Once all batters of one gender have batted, that gender line up starts over.
5. Free and unlimited defensive positioning is allowed. In Coed, no more than 5 of each gender can be in the field on defense. A player may enter and re-enter in any defensive position at any time **BUT THEY MUST KEEP THEIR SAME POSITIONS IN THE BATTING ORDER.**
6. Batting the wheel allows a team to play with nine players and NOT take an out for the missing player.
7. In case of an injury, the player is dropped with no penalty and the wheel rotation continues.
8. In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.

HALO RULE - JUDGMENT CALL BY THE UMPIRE

NON-DISCUSSABLE

1. A dead ball out is called when a batted ball is a line-drive hit directly at the Halo Zone.
2. **The Halo Zone is the length of the pitching rubber to the white halo lines and from the ground to 1 foot above the pitcher's head; and no wider than the pitcher's FULLY EXTENDED ARM.**
3. If the ball hits the ground prior to the pitching rubber, and in the **umpires judgement**, hits the pitcher and is putting the pitcher in peril, the halo rule is in effect, a dead ball and the batter is out..
4. If a **line drive or hard bounced ball**, goes thru the halo zone regardless if the pitcher is not in the halo zone, it is a dead ball out.
5. The pitcher is not protected if the ball is hit outside of the Halo Zone.
6. If the same batter is called for Halo infraction twice in a game, that player will receive an offensive ejection. **OFFENSIVE EJECTION** - In the event that there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot. **Third & any subsequent halo violation by a team is an inning-ender.** If at any time the umpire feels a ball was intentionally hit into the Halo Zone, the batter will be immediately ejected.
7. No player or manager can use the argument that the enforcement of the halo rule negates a double play.

COMMITMENT LINE AND SAFETY LINE (ALL LEAGUES)

1. Once a player crosses the commitment line between 3rd base and home plate, they must continue to the home scoring line.
2. After the runner crosses the commitment line, the play becomes a force play.
3. If the defensive player catches the ball and touches home plate before the runner crosses the safety line, then the runner will be called out.
4. The defensive player may **NEVER** tag base runners **UNLESS THEY HAVE NOT CROSSED THE COMMITMENT LINE.**
5. **Baserunners will be called out if they touch home plate, run through or over EITHER batters box, run over the plate, make intentional or unintentional contact with the defender or sliding over the scoring line. The runner has scored once they break the plane of the scoring line.** The runner will not be out if the catcher or other defenders are blocking the scoring/safety line so the runner is not able to reasonably cross it properly.
6. **EVERY play at home plate is a FORCE play. DO NOT TAG THE RUNNER.**

ROSTER CHANGES

1. Players may be added and dropped before the 2nd half of the season begins. No new players may be added to the team roster after the deadline except in hardship cases.
2. **INDUSTRIAL ROSTER ADDITIONS:** For each company employee added to the roster, a copy of a current (within three months) pay stub **must** be submitted with the add form. The pay stub must list the company name, company address, employee name and date. Pay stubs should have pay information crossed out.
3. If players are added to the team roster, the manager **should** have a **copy of the official add form** to show during an ID check.

ROSTER / ID CHECKS

1. The following **picture ID** will be accepted for roster checks:
 - i. Valid state issued driver's license
 - ii. Valid state issued ID card
 - iii. Valid passport.

The team managers should have their official team roster and all add/drop forms with them at **ALL** times for roster checks. Random roster checks will be done throughout the season by THPRD staff, umpires and/or THPRD volunteers. All players **MUST** have proper photo ID at all games. A color copy of all the players' photo ID's can be carried by the team managers as long as the names and pictures are clear and legible.

NO PROPER PHOTO ID or NO COPIES OF PROPER PHOTO ID -- NO PLAY, NO EXCEPTIONS!

3. Company/Business photo ID is acceptable for the industrial divisions only.

PLAYERS / ROSTERS

LEAGUE DIVISIONS

1. Men's, Women's, Coed Recreational, Coed Industrial.

Entry fees will not be refunded if a team wants to drop from the league after schedules have been completed unless there is a replacement team. In that case, a prorated refund check less a \$4.00 processing fee will be issued.

PLAYERS

1. Rosters must have a minimum of 14 and a maximum of 20 players and must be kept current.
2. All players must be 18 years of age.
3. Players currently registered as an USA, USSSA or NSA "Major Slow Pitch" player are ineligible to play in any THPRD softball league.
4. Only registered players on an official league roster may compete in a league game with the exception of a Ghost Card, previously purchased by the team. A player may be registered on only **ONE** team per league. Example: A player may play on Monday competitive, as well as Friday competitive league.
5. **Players who are discovered playing on two teams in the same league without the use of a ghost card will be suspended for a minimum of two league games and the offending team will forfeit any games in which the player in question illegally participated. For repeat violations, the player shall be ejected from any further league play for the remainder of the season.**
6. Original league rosters are kept by THPRD and are available for inspection by team managers or coaches between the hours of 10am and 4pm, Monday through Friday.
7. **Only men may play in the men's league.**
8. **Only women may play in the women's league.**

STARTING / PLAYING SHORT HANDED

1. In all leagues, teams can start with 8 or 9 players knowing additional players will be arriving late. THPRD allows the team to choose to put the missing players in the batting order taking outs — this applies if only less than 10 players are present. When the players arrive, they can immediately take their spots in the batting order or on defense. These outs must be declared in pre-game and once the first batter has started his/her second at bat, no outs can be removed until the player arrives.
2. At game time, if a team does not have the minimum required number of players to start the game, a five-minute grace period will be allowed. If the team has the minimum number of players, the game must begin on time. Player(s) must be on the field ready to play within the five-minute grace period. **The five-minute grace period is considered part of game time.**
3. **In Coed only:** If only nine players are present, the team can choose to play with 8 and use a sub, taking no outs. If a 10th player arrives before the first batter starts their second at bat and the ninth player has not entered the game, both players may be added to the bottom of the batting order. If the tenth player arrives after the first batter has started his/her 2nd at bat, both players CAN ONLY BE SUBSTITUTES and the team must play the entire game with only 8 players, both offensively and defensively.
4. **In Coed only:** Teams can choose to play with 9 players, taking an out each time the vacated spot occurs in the batting order or bat the wheel with no penalty. Never can two of the same gender bat back to back without an out between them.
5. **In Coed only:** If a team is playing shorthanded (less than 10 players), all fielders must play a normal infield or outfield position.
6. **In Coed only:** If an injury or ejection drops player count below 10, the team can choose to play nine and take an out as long as four of each gender are present.

RUN LIMITS

1. Men's Comp unlimited any inning. Men's Rec 8 runs per inning. Womens, Coed and Coed industrial, will have a 6 run limit per inning.
2. Excluding Men's Competitive leagues, all leagues, including Men's Rec, Coed and Coed industrial, the 6th AND 7th innings and any extra inning, shall be unlimited.
3. A team that is ahead 10 or more runs after the 5th completed inning, the game is over and that team is declared the winner.
4. A team that is ahead 15 or more runs after the 4th completed inning, the game is over and that team is declared the winner.
5. If a game is officially ruled over using the mercy run rule, teams may continue to use the remaining game time to play without the umpire.

COURTESY RUNNER

1. One courtesy runner per inning. In coed, a team may have one courtesy runner per gender in an inning
2. The courtesy runner must be the last out (first option) or last available batter in the lineup and of the same gender (second option).

INJURY OF A BATTER / BASE RUNNER

1. If an injury to a batter-runner prevents them from proceeding to an award base, and the ball is dead, a substitute for the batter-runner or runner may be made.
2. If an injured batter walks, a courtesy runner of the same gender, may immediately enter the game. The batter does not need to make it to first or second base. The umpire and opposing team must be notified.
3. During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire will call "DEAD BALL" and all runners will return to their last base touched. **The injured player may not re-enter the game unless a legal substitution was used. SAFETY IS OUR NUMBER ONE PRIORITY, NOT AWARDING BASES.**

PLAYOFFS

LEAGUE TIES

For determining playoff standings, league ties will be determined by the record of which team won over the other during league play. If a tie still exists, least amount of total runs scored against the teams involved in the tie will be used to determine the winner.

Note: In playoffs, the home team will be determined by a double coin flip, at all levels, for all games.

MEN'S LEAGUE

1. All mens leagues will have playoff brackets at the end of the season.
2. Playoff scenarios will be posted prior to the start of the season.

COED / WOMEN'S LEAGUE

1. **Divisions of MENS and the COED league will have multiple brackets for playoffs.**
2. Playoff scenarios will be posted prior to the start of the season.

INDUSTRIAL LEAGUE

1. All leagues will have championship playoffs at the end of the season.
2. Playoff scenarios will be posted prior to the start of the season.

PROTESTS

Umpire judgment calls will not be reviewed. In general, all officials' decisions will stand; however if a coach/manager feels that a protest is necessary regarding rule interpretation, the following procedure applies:

1. The captain or coach must inform the umpire verbally of the intent to file a protest at the time of the infraction and note it in the official scorebook, only during game time. Post game forfeits are not accepted.
2. The argument must be submitted in writing along with a \$25.00 deposit to the Tualatin Hills Athletic Center by 5:00 pm the following working day. Protests must include the following information:
 - i. The date, time, and location of the protested game.
 - ii. Umpire's name.
 - iii. Name of both coaches and teams.
 - iv. The rule interpretation that is being protested and its misapplication.**
 - v. Explanation of protest.
3. Within 2 weeks, the Program Coordinator and Athletic Center staff will meet and award a decision. If the protest is successful, the \$25.00 deposit will be refunded and the game rescheduled with play restarting at the point of protest.

RECLASSIFICATION

MEN'S LEAGUE

The Program Coordinator reserves the right to make necessary adjustments to maintain league balance at any time during the season.

COED / WOMEN'S LEAGUE

There will be multiple brackets in both divisions of coed. The Program Coordinator reserves the right to make other adjustments to maintain league balance.

INDUSTRIAL LEAGUES

The Program Coordinator reserves the right to make necessary adjustments to maintain league balance if team numbers warrant.

HOME RUN RULE

1. When a team hits an untouched ball over the fence, that team must retrieve or replace with a good regulation ball. In other words, "those that hit it, get it".
2. In all leagues, all untouched over the fence home runs will be "Hit and Sit". The batter and any base runners just walk off into the dugout. They do not have to touch any bases and all runs are counted.
3. Home runs are 3 and progressive for all leagues. Both teams can hit homeruns up to 3.
- 4. Once BOTH teams reach 3, the 1 up progressive rule is in effect. Neither team can be more that 1 up over its opponent after this point. The One-Up Home Run Rule will be used for all untouched over-the-fence hits. "One-Up" means that no team may be more than one home run ahead of the other team once the league limit is reached.**
5. A dead ball out will be the penalty for the 1st untouched over-the-fence home run hit that puts a team 1 ahead of their opponent after they reach 3. Any additional over the fence home runs will be an inning ender unless the opponent catches up.
6. Any fair ball hitting the top of the fence on any field and going over is a homerun. Any ball hitting any trees hanging OVER the outfield fence is a homerun, regardless if it goes out.

STARTING BALL AND STRIKE COUNT

- 1. Batters in all leagues will start with a 1-1 count.**
- 2. No additional fouls are given.**

ENCROACHMENT LINE (Coed Only)

A chalk line is marked in the outfield at 190 feet from home plate. For either male or female batters, none of the outfielders may cross the line toward the infield until the ball is hit. If, in the judgment of the umpire, an outfielder crossed the line before contact with the ball was made, a delayed dead ball is called. The manager of the team at bat has the option of taking the result of the play or having the batter return to the plate, assuming the ball and strike count he/she had prior to the pitch.

FOUL TIP TO CATCHER

- 1. Any foul tip, OF ANY HEIGHT caught by the catcher is an out. THE FOUL TIP DOES NOT NEED TO BE AS HIGH AS THE BATTER OR CATCHER'S HEAD.**

INFIELD AND OUTFIELD (Coed Only)

1. The infield and outfield will be defined by the line where the grass and dirt meet.

2. Infielders must have at least one foot on the dirt AT THE TIME OF THE PITCH.

3. Outfielders cannot be any closer than the encroachment line.

4. The maximum number of outfielders a team can have is 4.

Rovers are illegal. The defensive player must be an infielder or outfielder.

SCORE KEEPING

1. Each team must bring an official scorebook and scorekeeper.

2. A team lineup must be submitted to the official scorekeeper before the beginning of the game.

3. The home team is responsible for keeping the official scorebook. If the home team does not have a scorekeeper, the visitor's book will be official.

4. Scorekeepers are advised to confirm scores after each HALF inning.

5. It is mandatory to list last and first names of each player in the scorebooks.

6. The umpire must be notified immediately if there are any discrepancies with the two score sheets.

7. The umpire will note final score and official's name on game report.

8. Home runs are to be recorded on the official umpire game report sheet.

9. Please submit your homerun count to the umpire AFTER the game.

10. Umpires may record inning by inning score, but are not required to do so.

11. The designated home book is the official scorebook.

FORFEITS

Team managers/coaches are encouraged to notify the Athletic Center office at (503) 629-6330 during business hours at least 24 hours in advance should they know that they will be unable to field a team for a scheduled game.

1. Any team which forfeits two games will be dropped from the league and forfeit all fees paid.

2. If at scheduled game time (plus 5 minute grace period), a team does not have the required number of players present, they must **forfeit** the game. All forfeits are scored 7-0.

3. Upon mutual team managers' request; officials will only officiate games forfeited due to teams not having the minimum number of legal players at game time.

4. Games forfeited due to circumstances other than too few of players will not be played.

5. Teams involved in a forfeit may "borrow" players from each other to meet minimum player requirement of 8 per team. Playing a forfeited game there must be a minimum of 4 of each gender. The umpire shall then officiate the game.

6. Non-rostered (pick up) players are not allowed to play in a forfeited practice game. All players must be on the official league roster of one of the participating teams. Umpires are not required to umpire the forfeited practice game when non rostered players are used.

7. Forfeited play will continue for as long as possible but will be ended by the official so the next scheduled teams have time for warm up, pregame and game start time as scheduled.

8. ALL LEAGUE AND USA RULES, SANCTIONS AND PENALTIES WILL APPLY DURING FORFEIT PLAY.

9. All forfeits will be reported to the THPRD Program Coordinator.