

OFFICIAL RULES GOVERNING SOFTBALL PLAY

City of Kyle Parks & Recreation Department

Updated 9/18/2025

I. DEFINITION and ROLES

Kyle Parks & Recreation Department (PARD) – is the organization responsible for conducting all aspects of the adult softball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

PARD Team – is responsible for conducting league registrations, maintenance of league schedules (original, rain outs & playoffs), updating league rosters when applicable, and providing quality service to the league.

Umpires/Scorekeepers – are appointed by PARD. Officials are responsible for conducting adult softball league games from the time of “pre-game” through the last play. Umpires and scorekeepers are also responsible for providing quality service to the league.

Game Time – is the official time listed on the PARD league schedule. Game time is forfeit time. (also known as “scheduled game time”) PARD reserves the right to schedule and reschedule games as deemed necessary.

Roster – an official roster is a form provided by PARD that includes team managers, assistant managers, and all players first and last names, and DOB’s. Rosters could also include email addresses, phone numbers and home addresses. Completed rosters are due prior to the first game and will result in forfeit should it not be turned in by deadline. Rosters are kept at the PARD office and can be updated throughout the season. No less than eleven (11) players and no more than twenty (20) players can be carried on a roster at any time. It is the manager’s responsibility to make sure a roster is current. In the event a player is suspended and not listed on the team roster that is on file with PARD, the entire team could also be suspended.

Team Manager(s) – are completely responsible for their team. This includes but is not limited to: attending managers meetings, receiving schedules, updating their team’s roster as needed, personal, player and fan behavior at all times including from “pre-game” through the last play, handling protests and awards pick-up. Team managers are the team’s liaison between their players and PARD as well as between their players and umpires/scorekeepers.

Players – these are members of registered teams. Players are responsible for their own behavior at all times.

Rainout Weekend - if excessive rainouts/cancellations occur during a season, a rainout weekend could be scheduled. These games will be scheduled on a Saturday if they cannot be accommodated on teams’ regular scheduled nights. Failure to show for these scheduled games will result in a forfeit. Teams will NOT receive refunds or credits for games not played.

Forfeiting Games - if a team does not give the PARD Athletics Programmer a 24-hour minimum notice when forfeiting a game, a \$25 fee will be charged to that team. This fee must be paid by the following game, or the team will be taken off the schedule. This is to eliminate opposing teams from showing up unnecessarily and inconveniencing them. If both teams do not show up and PARD has not been notified, both teams will take a loss.

Inclement Weather - will be defined as hazardous weather or acts of nature to include, but not limited to: thunder/lightning, heavy rain, snow/sleet, tornado warnings, and flood warnings. Games may be called if fields are unplayable or is considered hazardous to get to the fields (snow, sleet, flooding). PARD will do their best to immediately post-game cancellations as soon as they are called. If after 4:00pm, the umpires will determine on site if games are to be played or canceled.

Bases - bases will be set at a distance of 60’ and the pitching rubber will be set at a distance of 50’. A double first base will be used. If used incorrectly the umpire will call the runner out without the need of a defensive appeal) to call a runner out. This is no longer an appeal play.

Line-up Sheet/Card – this is the official listing of a batting order turned in to a scorekeeper prior to game time. If the line-up sheet is not turned in before game time, the game is then forfeited. Game time is forfeit time. The lineup

shall consist of first name and last name (ex. Joe Smith). Unacceptable lineups include (but not limited to): "J. Smith", "Joe", "Nickname". All names should be written as seen on their ID (ID's may be checked to verify names on the lineup). In the event that a lineup does not have a full first and last name, that player will take an "out" when they come up to bat. No warnings will be given to teams.

Travesty of the game - Travesty of the game is a judgment call by the umpire. If a travesty is called, the offending team would forfeit the game and lose, 7-0.

Dugout/Field Conduct - Only players (18 & over) are permitted in the dugouts/playing field. Under no circumstances should persons 17 years or younger and animals be in the dugout at any time. Alcohol and Tobacco are also not permitted on the field or in the dugout at any time during games. Please keep any alcohol and tobacco outside the playing area <smokeless tobacco is allowed>. Automatic ejections and/or suspensions will be assessed to the person/teams involved. No warnings are to be given.

Animals - Animals are not permitted at any athletic facility during league play.

Music – Music may be played before or after a game. However, vulgar and/or explicit language/lyrics, will not be tolerated. Game officials reserve the right to ask anyone to turn off the music if he/she feels it is not family friendly. Players may not play with any type of music device while on the playing field (example- ear buds).

I. SUPERVISION AND ADMINISTRATION

- A. In all matters not covered in these rules and regulations, the Athletics Programmer or a PARD representative will handle all matters concerning rules, eligibility, conduct, behavior, etc.
- B. Officials will be appointed by the Kyle Parks and Recreation:
 - 1. All officials & staff (umpires & score keepers) so appointed shall have complete charge of the game as outlined in the current year's ASA official guide and Kyle Parks and Recreation local rules.
 - 2. It is PARD's goal and preference that two umpires and one scorekeeper be scheduled and present for each league game. Should only one (1) umpire be present at a game, a team (at least 8 players) will still play the game, as scheduled. There is no option for rescheduling.

II. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- A. All teams must follow the proper registration procedure to be eligible for league play. All players must be added to team roster and fully enrolled by game 1 on Teamsideline or players will not be eligible to play.
- B. All league teams will have a roster on record with the Kyle PARD. If the roster is incomplete, protests may result in forfeiting.
- C. City league rosters may carry a maximum of twenty (20) players.
- D. All Adult Softball players must be eighteen (18) years of age or older on the day of the game. All players must have a picture ID at all times. IDs may be checked to confirm age or identity at any time. NO ID – NO PLAY.
- E. All players must be listed on the team roster by 5:00 P.M. on the day of his/her participation with any team. Players can be added by email to bcollins@cityofkyle.com
- F. After week 4 of league play, league rosters will be locked and no additional players can be added. This will lock rosters for playoffs. Teams are allowed to pickup players, but players not on roster by week 4 will not be eligible for playoffs.
- G. A player, who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Athletics Programmer. The responsibility for the eligibility of players will rest with the manager(s) of the teams. An illegal player can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the official and opposing manager to get approval prior to game time. This will be documented by officials. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.

III. CLASSIFICATION BREAKDOWN

- A. MENS' LEAGUES – Homeruns are defined as "over the fence".
 - 1. Men's 1+HR: When the first homerun by team A occurs, the next homerun must be hit by the opposing team before an additional homerun is hit by Team A. If Team A hits a second homerun prior to Team B, the runner is automatically an out.
 - 2. When a player hits a homerun, the hitter is not required to touch any base. Hit and Sit.
- B. COREC LEAGUES – men and women are allowed to play in the leagues listed below.

1. CoRec 1+HR: Teams can only hit one homerun. Once a team has hit their homerun any batter that hits another will be called out.
2. When a player hits a homerun, the hitter is not required to touch any base. Hit and Sit.
3. Rules for CoRec 1+HR:
 - a) A 12" softball must be pitched to male batters. An 11" softball must be pitched to female batters. The responsibility of switching the game balls will be the baseline coaches.
 - b) It will be considered an illegal hit if the batter hits the wrong size softball. The batter will bat again, without penalty added to the count.
 - c) If a player leaves the game for any reason, the substitute must be of the same gender.
 - d) Defensively, two (2) males and two (2) females must take positions in the outfield, two (2) males and two (2) females must take positions in the infield and the pitcher and catcher must be of different gender.
 - e) The line-up should consist of five (5) men and five (5) women alternating in the batting order. The number of players of a gender may exceed the opposite gender by one (1) player, example: five (5) women, four (4) men OR five (5) men, four (4) women. Exception: If using the EP (batting 12), the team must have two (2) EPs, one male & one female. A CoRec team may only bat ten (10) or twelve (12).
 - f) The minimum number of players allowed, in PARD league play, on the playing field is four (4) men and four (4) women. In this situation, the ninth player will take an automatic out when the batting order reaches this point. (According to ASA Rules a team may play with more males than females). See rule IV. B2.e).
 - g) If a male batter is walked, he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.
 - h) The defensive positions are as follows: Pitcher (F1), Catcher (F2), 1st base (F3), 2nd base (F4), 3rd base (F5), Shortstop (F6), Left Field (F7), Left Center Field (F8), Right Center Field (F9), Right Field (F10). The pitcher/catcher must have 1male/1 female. There must be 1 male/1 female in the remaining infield positions (1st base, 2nd base, 3rd base, Shortstop). There must be 2 males/ 2 females in the outfield at all times (Left Field, Right Field, Left Center, and Right Center)

IV. EQUIPMENT

A. SOFTBALLS –

Teams are required to furnish their own equipment. The umpire is to be supplied with as many balls necessary to play the game. The umpire has the right to reject any ball considered to be unplayable. All teams should have additional balls ready to give the umpire in case balls are fouled out of play. Failure to use official stamped balls will cause a team to forfeit the game. All league play will use a max .52 core. Listed below are the legal softballs. ASA pitching height is 6'-10'.

1. Any official slow pitch 12" softball, max .52 core (max 300 compression) or less, with ASA, NSA, or TAAF stamp must be used for all men's and CoRec league play.
2. All markings must be visible to be declared a legal ball. This includes the stamp (ASA, NSA or TAAF) as well as the core and compression of the ball.

B. BATS –

1. Any and all bats used in league play must be in accordance with the current USA and TAAF Guidelines. To view a list of current banned bats please visit www.USASoftball.com. If a bat rattles when shaken, it is an illegal bat.
2. There will be no throwing of bats backwards (that would be injury to Homeplate umpire and catcher). This will be at the discretion of the umpire and the batter will be called out. First offense is a warning, second offense by the same player is an automatic out, third offense could result in ejection from the game.
3. Prior to game start, all bats being utilized will be required to be put in the trash can to be approved by the umpire. Batters are only allowed to use these approved bats during play. If a player is seen using a bat/adding a bat without umpire approval, that batter will be called out. The second offense will be ejection from the game.

C. UNIFORMS

1. Team shirts are options for Kyle PARD League Play. Teams will provide their own uniform.

D. CLEATS

1. No metal spikes/cleats may be worn in Kyle League Play

V. REGULATIONS FOR GAME CONDUCT - GENERAL

- A. Game time is forfeit time. Game time is the time listed for your team on the current schedule. Exception:
- B. If a team is waiting for player(s) and the opposing manager agrees, the clock will start as scheduled. Once the player(s) show, the game will be played with what time is remaining on the clock. After 15 minutes, the game will officially be called a forfeit if the team still does not have enough players.
- C. All teams will be provided with official line-up cards. Team managers are to print legibly starting line-up, consisting of players first and last name and field position. This should be turned in 5 minutes prior to your scheduled game time.
- D. Failure to turn in the official line-up card to the scorekeeper by game time could result in a forfeit.
- E. NUMBER OF PLAYERS ON LINE-UP:
 - 1. The line-up will consist of players and their starting members may be added to the available substitute list at any time during the game.
 - 2. A legal line-up will consist of no fewer than eight (8) players and no more than 10 unless the team chooses to use an EH (extra hitter). CoRec league play may have more females than males, but, if you are batting 9 players and the 9th and 1st batter are males, you will be assessed an automatic out between the 9th and 1st batters. This rule does NOT apply when females are batting in the 9th and 1st spots. EXCEPTION: you cannot intentionally or unintentionally walk the 9th batter to get the automatic out IF there are already 2 outs. The 9th batter, if male, is walked, he will be awarded 2 bases, (Example: 5 men/4 women OR 5 women/4 men. NOT: 6 men/4 women or 6 women/4 men). No team may start a game shorthanded with an EP.

If a team does not have at least eight players present to start or finish the game, that team will forfeit the game. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.

- a) EP/EH in Men's league play – The line-up will consist of eleven players and substitutes.
 - b) EP/EH in CoRec League play – The line-up will consist of twelve players (six male, six female) and substitutes.
- 3. No team will be allowed to add an extra player (EP) after the game has started, even if a player is listed as a substitute on original lineup.
- 4. Substituted players must replace the player they are subbing for both offense and defense. They forfeit their spot on the roster. The substituted player is out of the lineup unless they substitute for another player, however, if there is an extra hitter (EH) they can take their batting position.
- 5. SHORT-HANDED RULE:

In Kyle League play, a team may play with no less than eight (8) players from start to finish. If a ninth player is not present, then the team will be assessed an automatic out when the team reaches the ninth batting position. If this ninth player arrives, he/she must bat in the LAST/NINTH slot of the batting order. No team may start a game short-handed with an EP.
- 6. THE EP RULE:

Kyle league play allows teams to use an extra player, EP. No team may start a game with an EP if a line-up with eleven was turned in and only had ten players present, then only ten will play and the batting order is limited to ten for the game. During PARD league play, if a team chooses to use the EP, and a player becomes injured or ejected, the said team will lose the EP position if no substitutes are available. If a substitute is available, they may be put in to replace the injured or ejected player.

If no substitute is available, the team must cut the line up to ten (10) players. This is done without liability to the team when in the playing field or when at bat. The players in the EP position may become legal substitutes. The PARD league is a recreational league and allows teams to play shorthanded. If the team drops to eight, the out is taken at the ninth position. If a team drops below eight, the game is forfeited.
- 7. PINCH/COURTESY RUNNERS:

A courtesy runner is allowed one time per inning, per gender. This can be any player the team chooses (gender specific). If the chosen courtesy runner is on base and their batting position comes up, an out will be taken. A pinch runner will be allowed when the umpire has determined if a player is

injured and a pinch runner is warranted to keep the injured player from aggravating the injury. This pinch runner will be the player who was the last recorded out.

F. LENGTH OF GAME

The umpire will permit fifty (50) minutes playing time or seven (7) full innings, from the time "play ball" is called until he/she calls the last inning. The umpire shall have jurisdiction to call the game without notifying the manager of the last inning. When an inning has started, the inning must be completed unless the home team is at bat and leading in the number of runs scored.

1. In the event of inclement weather/acts of nature to include, but not limited to: thunder/lightning, rain, snow/sleet, four and one half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one half (25 minutes) of the game time limit will constitute a game. If games are called by umpires and have not reached this point, they will be replayed completely.
2. In the event of things "out of our control" such as, but not limited to: light failure, sprinklers coming on, serious injury, etc. causes suspension of the game and the game has not reached the four and one half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one half (25 minutes) of the game time limit, the game will be replayed completely. In the event that the game is beyond that point, the game will "resume" where it was left off. PARD will schedule the game to resume, and lineups will need to match as closely as possible. Managers will "approve" each team in order to resume the game. The team/manager that is currently behind (losing) will be given the option to make the game official, if he/she does not want to resume the game.
3. Rain out games will be rescheduled at the end of the regular season. All games that are cancelled during play are not considered a completed game will be replayed in its entirety. A team does not have to use the same lineup when the game is replayed.
4. In case of a tie score between the playing teams at the end of fifty (50) minutes play or seven (7) full innings, one (1) complete additional inning of play will be allowed. The "extra-inning" will be a one pitch inning. At the end of the extra inning of play, a tie will stand should both team's score be the same.
5. After the first complete inning, no warm-up of infield will be allowed. Three (3) warm-up pitches will be allowed if there is a change in pitchers.

G. BATTER'S COUNT RULE

All league games will be played with the batter having a one (1) and one (1) count (one ball, one strike) when they enter the batter's box. Batters having two (2) strikes, will be allowed one (1) foul ball on the third strike. The batter will be out for any foul ball in excess of one on the third strike or for any called third strike. Example: Batter fouls off the first pitch (strike two), fouls off the second pitch (allowed foul ball), fouls off the third pitch (batter is out). If the second pitch is a called third strike, the third strike foul ball is irrelevant, and the batter is out.

H. "NO DIGGING-OUT" RULE

No "digging out" in the batter's box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. (This rule is to reduce the wear & tear in the field and is considered a safety issue.)

I. THE "BLOOD RULE":

1. Any player who has a blood injury during the game must leave the game and may not return until the injury has been properly cleaned and bandaged. If the uniform has been saturated with blood, it must be changed. This player may return to the game upon approval from the game umpires.
2. If the injured player is on base, the substitute must be the last recorded batter who was out.
3. First aid kits will be furnished by PARD and will be available at the ball fields. It is asked that teams also provide a first aid kit.

J. HALO RULE

1. The "Halo Rule" has been developed to provide greater protection to the pitcher.
2. If any ball hits a pitcher, the batter is automatically out, and the ball is ruled dead as long as the pitcher remains in the protected zone.
3. Under the Halo Rule, a dead ball out is when a batted ball is a line-drive OR ground ball hit directly at the halo zone.
4. The Halo or restricted area will be 1 foot on each side of the pitching rubber and from the ground to 1 foot above the pitcher's head.

5. If the same batter hits the pitcher again, the batter is removed from the game.
6. Pitcher is not protected if the ball is hit outside of the halo zone.
7. If a ball is caught by the pitcher in the halo zone, then it is not a dead ball out and play is live.
8. This call will be subject to the official's perspective. This call will not be protested, argued or subject to discussion from either team.

K. FLIP-FLOP RUN RULE (MERCY RULE OPTION)

1. Purpose: To provide a team trailing by a significant margin an opportunity to utilize the strategic advantage of being the home team in an effort to come from behind, thereby maintaining a competitive and engaging atmosphere for both teams.
2. The Standard Run Rule: The standard run-ahead rule for all games is as follows:
 - 20 runs after 3 innings (2½ if the home team is ahead).
 - 15 runs after 4 innings (3½ if the home team is ahead).
 - 10 runs after 5 innings (4½ if the home team is ahead).
3. The Flip-Flop Rule Procedure:
 - Condition: If, at the end of the 3rd inning, the Home Team is losing by a margin of 20 (twenty) or more runs, the Flip-Flop Rule is activated.
 - The Flip: The teams will 'flip-flop' their designation. The current Home Team will become the Visiting Team, and the current Visiting Team will become the Home Team at the start of the 4th inning.
 - The New Home Team's Advantage: The new Home Team (the team that was originally losing) now has the right to bat last in the 4th inning.
4. Interaction with the Standard Run Rule:
 - The standard run rule (20/15/10) is applied at the end of each half-inning based on the score and the current designation of the teams.
 - This means the game can end in the top of an inning.

Example:

 - 3rd Inning Ends: Score is Visitor 22, Home 2. (Home is down by 20). Flip-Flop is activated.
 - Top of the 4th: The *new* Visiting Team (original Home Team) bats. They score 6 runs. The score is now: Visitor 22, Home 8. The new *Visiting* Team has now closed the gap. The deficit is now 14 runs.
 - Middle of the 4th: The deficit is now 14. Since the new *15-run* rule applies after 4 innings, the 14-run deficit does NOT trigger the run rule. The game continues.
 - Bottom of the 4th: The *new* Home Team (original Visiting Team) bats. If they score any runs, the run rule will be checked again at the end of the 4th inning.
 - If the new Home Team does not score, the score remains Visitor 22, Home 8. The deficit is 13 runs. Since the 13-run deficit does NOT meet the 15-run threshold, the game would continue to the 5th inning.
5. Umpire's Role: The plate umpire is responsible for:
 - Informing both teams of the flip-flop.
 - Ensuring the correct team takes the field to bat and play defense.
 - Correctly applying the standard run rule after every half-inning.

This decision cannot be protested.

VI. FORFEITS

- A. No forfeit shall be declared earlier than the scheduled game time. TWO EXCEPTIONS:
 - i. Team Suspension from league.
 - ii. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. This must be completed 24 hours in advance.
- B. Double forfeits are not a tie game; they are counted as a loss for both teams. A team must be present at the field in order to award a forfeit to said, "winning team." If neither scheduled team has enough players present, a double forfeit will be declared. If you are the team forfeiting, you **MUST** email the Athletics Programmer 24 hours prior to the game (or leave a voicemail). If you are the team being forfeited against, you **MUST** email the Athletics Programmer prior to the game (or leave a voicemail) as confirmation. Failure to do this will result in a double forfeit.
- C. Forfeiting of two (2) regularly scheduled games may automatically suspend the forfeiting team from

further league play, without the benefit of a refund. This may also affect remaining league schedules, which in turn may or may not be altered. Allowing said team to continue in league play (current & future) is reviewed by the Athletics Programmer.

D. Forfeits will result in a score of 7-0.

VII. PLAYER CONDUCT, EJECTIONS, & SUSPENSIONS

A. ZERO TOLERANCE POLICY

Abusive, threatening, or unsportsmanlike conduct will not be tolerated. This policy applies to players, managers, and spectators before, during, and after games. Managers are held responsible for the conduct of their players and spectators.

B. REASONS FOR EJECTION

An umpire or league official has the authority to eject any individual for, including but not limited to:

1. Arguing balls, strikes, or judgment calls.
2. Using profane, abusive, or vulgar language.
3. Unsportsmanlike conduct (e.g., taunting, throwing equipment, charging an umpire).
4. Malicious or reckless contact (per the Sliding Rule).
5. Violating league rules (e.g., alcohol on field, illegal equipment, illegal player).
6. Threatening an umpire, league official, opponent, or spectator.
7. Physically confronting anyone involved in the game.

C. EJECTION PROCEDURE

1. Immediate Effect: An ejected person must leave the field and vacate the entire facility (park grounds) immediately. They may not remain as a spectator.
2. Game Consequences:
 - o If a player is ejected, their spot in the batting order becomes an automatic out for the remainder of the game.
 - o If a team cannot meet the minimum player requirement due to an ejection, the game is forfeited.

D. MANDATORY SUSPENSIONS (Automatic, No Exceptions)

Any ejection results in an automatic minimum suspension.

1. Standard Ejection: A player, manager, or spectator ejected for a first offense under Section B (1-5) will receive an automatic one-game suspension. They must miss their team's next scheduled game.
2. Aggravated Ejection: A player, manager, or spectator ejected for threatening behavior (B.6) or physical confrontation (B.7) will receive an automatic two-game suspension and will be subject to further disciplinary review.

E. THE SUSPENSION PROCESS

1. Notification: The Athletics Coordinator will notify the team manager of the ejection and suspension via email.
2. Serving the Suspension: The suspension must be served for the team's next scheduled game(s). The suspended person is not permitted to be present at the facility during their suspension.
3. Failure to Comply: If a suspended person is found to be present at the field during a game from which they are suspended, their team will immediately forfeit that game, and the individual's suspension will be extended for the remainder of the season.
4. Probation: Following any suspension, the individual will be on probation for the remainder of the season. A second ejection during the probationary period will result in a suspension for the remainder of the season, including playoffs.

F. APPEALS PROCESS

1. A team manager may appeal a suspension in writing via email to the Athletics Coordinator within 24 hours of notification.
2. The appeal must be based on a claim of misapplication of a rule, not a dispute of an umpire's judgment call.
3. The Athletics Coordinator will review the umpire's report and any statements before making a final ruling. All suspensions remain in effect during the appeal process.

VIII. DETERMINING SEEDING & BYES (Breaking Regular Season Ties)

A. PLAYOFFS

In the event two or more teams have identical win-loss records at the end of the regular season, the following tiebreaker system will be used to determine playoff seeding and byes. Tiebreakers are applied in order until the tie is broken.

1. Head-to-Head Record: The win-loss record of the tied teams against each other.
2. Average Runs Against: The team with the lowest average runs allowed per game.
3. Average Run Differential: The team with the highest average run differential (runs scored minus runs allowed) per game. *[Note: A maximum of 10 runs per game may be used for this calculation to prevent skewing.]*
4. Coin Flip: Administered by the Athletics Coordinator at the field prior to the playoff games.

B. BREAKING A TIE IN A PLAYOFF GAME

If a playoff game is tied at the end of 7 innings (or the time limit), the following "International Tie-Breaker" procedure will be used until a winner is determined:

1. Starting the Inning: At the start of each extra inning, the offensive team will begin with a runner on second base.
2. Placing the Runner: The runner placed on second base shall be the player who made the last recorded out in the previous inning (or a substitute for that player if they are injured or ejected).
3. Standard Play: The inning will then proceed with normal rules, with no outs and a 1-1 count on the batter.

C. DETERMINING THE HOME TEAM

For all playoff games, the home team will be determined as follows:

- Higher Seed is Home Team: The team with the better regular season seeding (as determined by Section A above) will be the home team.
- If Seeding is Equal: A coin flip administered by the plate umpire will determine the home team.

D. PLAYOFF ELIGIBILITY & ROSTER LOCK

1. Roster Lock: As per Rule II.F, league rosters are locked after Week 4 of the regular season. Only players on a team's official roster by that deadline are eligible for playoff games.
2. Player Identification: All players must have a government-issued photo ID present at all playoff games. IDs will be checked by the umpire or scorekeeper before the game. NO ID – NO PLAY.
3. Protesting Eligibility: A manager may protest an opposing player's eligibility before the game or before that player's first at-bat. The protested player must immediately provide ID. If the player is found to be illegal, the game is forfeited by the offending team.