

Windsor Men's Slow Pitch Softball League

Rules and Regulations

(Updated: March 24, 2011)

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I. League Information

1. Registration

Captains must provide the following items to the League Commissioner prior to the Registration Deadline of May 7, 2011 (end of first week of the regular season):

- Deposit of entry fees (\$400) [full amount can be paid if this is easier],
- Initial Roster form, and
- Signed Player Contract (waiver) from each player listed on the Roster Form.

2. Entry Fees

A. COST. \$750 (or to be determined each year)

B. DUE DATE. Full payment of entry fees is due by June 1, 2011.

3. Entry Guidelines

A. MINIMUM PLAYERS. Teams must have at least 10 players listed on their initial Roster Form.

B. ELIGIBLE PLAYERS. Players listed on the Roster Form must be at least 18 years of age to participate, and cannot be actively enrolled in any high school. All players must be men.

4. League Entry Priorities

All efforts will be made to include as many teams in the league as possible. If we run into a limitation due to scheduling constraints, registrations will be honored in the order the Entry Fees were **paid in full**.

Teams excluded from the League for capacity reasons will be refunded their Entry Fees.

5. Captain's Information

A. KNOWLEDGE OF CONDUCT. Captains must ensure that team members read and are aware of the Players Code of Conduct.

B. RESPONSIBILITY FOR CONDUCT. Captains will be held responsible for the conduct of fans, coaches and players.

6. Playing Sites

Games are played at the Windsor North and Windsor South softball fields, located at Windsor High School in Windsor, CT.

7. Games

A. NUMBER OF GAMES. (Changed in 2008) The regular season will consist of 20 games.

B. SCHEDULE. (Changed in 2011) Games will be played Monday, Tuesday, Wednesday and Friday evenings.

C. START TIME. (Changed in 2011) All games will start at 6:00pm and 7:15pm and, if needed, 8:30pm (regular and make-up games)

D. SCHEDULE ACCOMODATION. Please contact the League Commissioner prior as soon as possible in the pre-season if your team requires schedule accommodations. For example, some of your players work late on Mondays, so you need to avoid Monday games as much as possible. All efforts will be made to honor requests, but this cannot be guaranteed.

8. Standings

A. POSTING. Check the League Website (windsorsoftball.com) for current standings.

B. ORDER. (Changed in 2008) Teams are ordered in the Standings based on winning percentage. If an un-played game (due to rain, etc.) would affect the Standings for seeding in playoffs, the game must be played before playoff seeds can be determined.

C. TIEBREAKERS. (Changed in 2008) Teams that have the same winning percentage will be considered tied for a position in the Standings. The following tiebreaking rules will be used for the purpose of determining ranking in the Standings, and seeds for the playoffs:

1. Head-to-Head record.
2. Total runs scored Head-to-Head.
3. Average runs scored per game against all opponents.
4. Coin flip.

Examples of multiple teams tied with same record:

Scenario	Result
Team A is 1-3 against B and C. Team B is 1-3 against A and C. Team C is 4-0 against A and B.	Team C wins the tiebreaker and gets the highest seed. Head-to-head tiebreaker starts over for teams A and B.
Team A is 2-2 against B and C. Team B is 1-3 against A and C. Team C is 2-2 against A and B.	Team B is seeded lowest. Head-to-head tiebreaker starts over for teams A and C.

9. Playoffs

A. POSTING. The playoff grid and schedule will be posted to the League [Website](#) after the Regular Season Standings are determined. The playoff grid will be updated throughout the Playoffs. The dates of the playoff games are predetermined and already published for the year. Teams are expected to field a team on the day their playoff game is scheduled. Adjustments to the schedule will not be made.

B. ELIGIBILITY. For seasons when the league consists of eight or more teams, the top eight teams in the Standings make the Playoffs. **Teams that have three or more days with a regular season forfeit are not eligible for the playoffs, regardless of their record.** Games against a team ineligible for the playoffs still count towards the Standings, but the team will not be included in the Standings for seed purposes. For example, if a team is ineligible for the playoffs but is ranked 7th in the Standings, the 8th and 9th ranked teams will be seeded 7th and 8th.

C. FORMAT. First Round – Single game - Best of 3 Semi-Finals - Finals - Best of 5

If the league consists of less than eight teams, the same format will be used, but the top seeds will receive byes in the first round as needed.

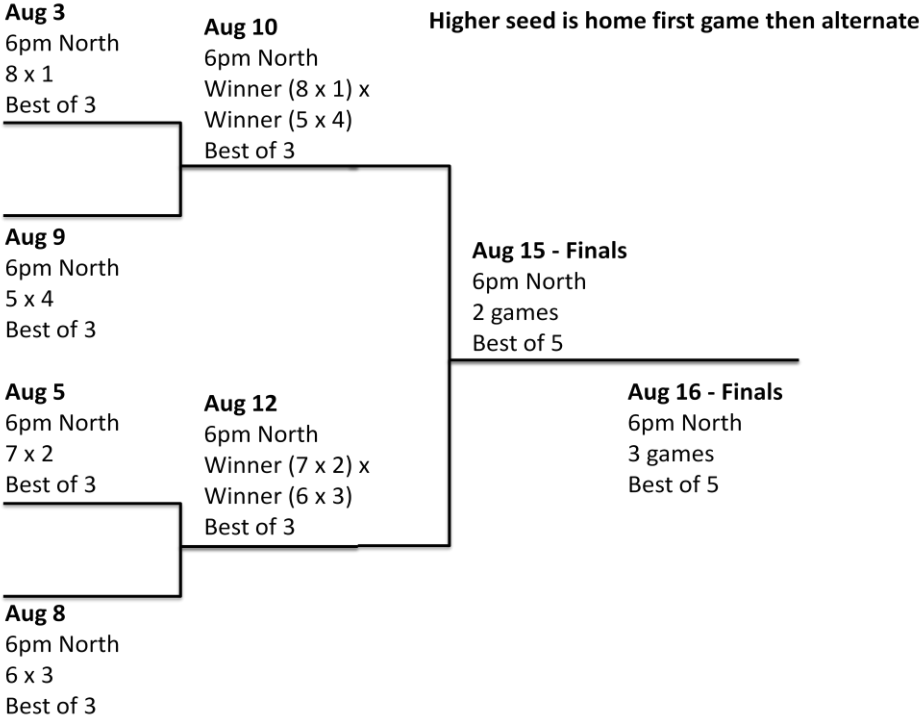
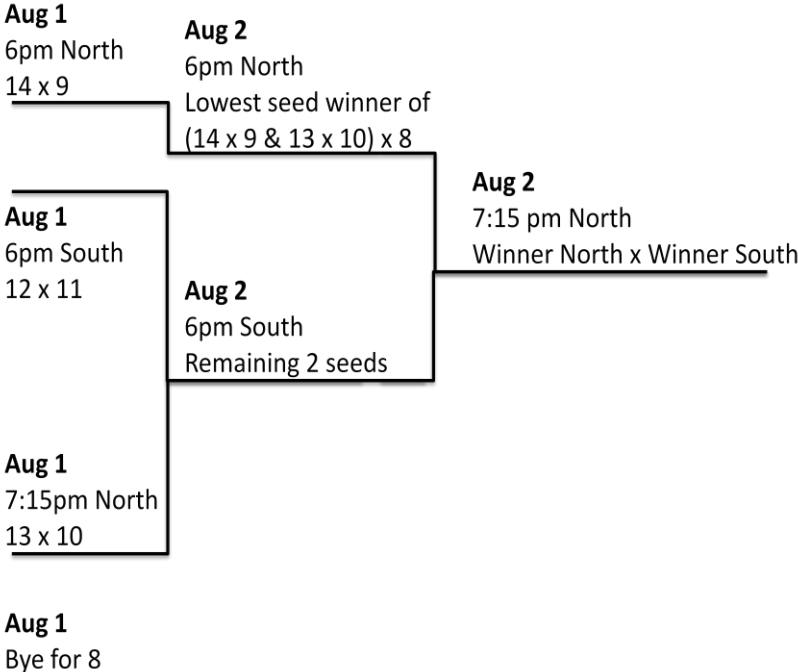
D. HOME TEAM. The highest seed is the home team in the first game of each playoff series. The home team alternates for each game of a playoff series.

E. SEEDING. The teams are seeded in order of the Standings. There is no re-seeding in the playoffs.

F. SCHEDULE (Changed in 2011). Teams are expected to have players available during the playoffs, so allowances will not be made for teams unable to field a team for a game. Playoffs will span **approximately** ten game

days immediately following the regular season, as follows:

Playoffs (single elimination) to determine 1st round winner (#8) to advance (higher seed is home)



10. Awards

A. PRIZE MONEY. **There will be no prize money for 2011 (thus offsetting team fees).**

II. Player Information

1. Official Roster

A. MEMBERSHIP. Team membership consists of the men whose names and signatures appear on the Official Team Roster. Initial Team Rosters must be submitted to the League Commissioner by May 9, 2011. Before opening day, a League Schedule and team rosters will be issued to each Captain. The information will also be posted on the League Website.

B. PROTEST OF NON-ROSTER PLAYER. If a Protest is filed and a team was found to have used a player not on their Official Roster, the team Captain is automatically suspended for one game (including playoffs) and the game under protest is forfeited.

C. PLAYOFF ELIGIBILITY. **(Changed in 2011)** Players must play in at least **25% (or 5 games)** of the regular season games to be eligible for participation in playoff games.

D. MAXIMUM NUMBER OF PLAYERS. A Roster can contain no more than 25 players.

2. Roster Changes

A. FINAL ROSTER DATE. Additions and deletions to the roster can be submitted to the League Commissioner prior to June 1, 2011. Rosters are frozen after this date.

B. FORM. To update a Roster, a Roster Change Form must be submitted to the League Commissioner. The final decision on all roster changes will be made by the League Commissioner.

3. Number of Players

A. EIGHT PLAYERS. A team may begin an official game with eight players. If a team starts a game with eight players:

- The opposing team will provide a catcher.
- The substitute catcher will only return pitched balls to the pitcher and will not play defensively for the team with eight players (i.e., the pitcher must cover home on all plays when necessary).
- The ninth spot in the batting order is counted as an out until a ninth player arrives to play defense and bat for the team.

B. LATE ARRIVAL. A player arriving after the official start of the game may be added to the bottom of the lineup without any penalty **only until the team has batted through the lineup.**

C. LATE 10TH PLAYER. If the team intends to field ten players, and all nine players have batted before the 10th player is available, the team may choose to take an automatic out for the 10th player to include them in the lineup. An out is assessed in the 10th spot of the batting order until a player arrives to fill the spot in the lineup. **The team does not need to decide to take an out until the 10th spot in the batting order is reached.**

D. LATE 11TH PLAYER. If the team intends to field eleven players, and all ten players have batted before the 11th player is available, the team may choose to take an automatic out for the 11th player to include them in the lineup. An out is assessed in the 11th spot of the batting order until a player arrives to fill the spot in the lineup. **The team does not need to decide to take an out until the 11th spot in the batting order is reached.**

E. LOST PLAYERS. A team may finish a game with as little as eight players if players are lost due to injury or ejection and no substitute is available. In this situation, the removed players will count as an out in the batting lineup.

F. INJURED RUNNER. If a runner is injured and cannot continue to play when no substitute is available, the runner can be replaced by a Courtesy Runner. (See Section III.7E for the complete rules on a Courtesy Runner.)

G. INJURED BATTER. If a batter is injured and cannot continue to play when no substitute is available, the batter is out (no Courtesy Batter). Each subsequent at-bat for that player will be counted as an out unless they can re-enter the game.

H. EJECTED PLAYER. If a player is ejected when no substitute is available, the player is out (no Courtesy Batter or Courtesy Runner). Each subsequent at-bat for that player will be counted as an out.

I. OFFICIAL GAME. Teams cannot agree to play an official game with less than the above stated number of players. A team is required to forfeit if they cannot field at least eight players.

III. Game Information

1. Scoring

A. SCOREKEEPING. The League Commissioner will provide an official scorebook for the season to each team. Each team is responsible for keeping score for both teams. If there are discrepancies between the scorebooks, the home team's book is considered official.

B. GAME ROSTER. All participating players in the game must be listed on the team's official score sheet. A score sheet must be provided to the League Commissioner for any game that is subject to a Protest. Failure to provide a score sheet upon request results in forfeiture of the game.

C. POSTING. Each team is responsible for emailing the final score and whether a mercy rule applied to the League Commissioner at admin@windsorsofball.com. Teams should try to report scores within 24 hours to keep the Standings current.

2. Official Game

A. GRACE PERIOD. (Changed for 2008) All games must be played as scheduled. There will be a 15 minute grace period for only the early game for late arrivals. **If a game is in the grace period, the game must start once both teams have nine players available.** The grace period will not be used to wait for additional players beyond nine.

B. MERCY RULE. (Changed for 2011) If a team is 15 or more runs behind after five innings, the team that is ahead is the winner and the game is over. If the home team is losing, they must complete their at-bat in the inning and still be behind by at least 15 runs for the game to be over. **This rule applies to the first round of single elimination playoffs only and not to the remaining playoff rounds.**

C. REGULATION GAME. Regulation games are seven innings and will continue until one team wins.

D. OFFICIAL GAME. During the regular season in any situation where play is suspended due to injury or field conditions, the game is considered official if:

- The away team is leading and five complete innings have been played, or
- The home team is leading and 4 1/2 complete innings have been played.

E. SUSPENDED GAME. Any game that is suspended before Official will be rescheduled and replayed in its entirety.

3. Umpires

A. NUMBER. There will be one umpire for each game, except the Finals. There will be two umpires for the Finals.

B. SUBSTITUTE. In the event an umpire is not present for the game, a suitable substitute for an umpire should be agreed upon by both team Captains and the official game should still be played. If for any reason an agreement cannot be reached, the team Captains can agree to postpone the game.

C. NOTIFICATION. The League Commissioner should be notified if no umpire was present for the game, and the name of the substitute umpire should be provided. The League will pay the substitute umpire \$20 for umpiring.

D. RATING. When teams are reporting scores, they should indicate if the umpire was below average to the League Commissioner. Umpires receiving multiple ratings below average will be removed from the League.

4. Game Status (Rain/Wet Grounds)

A. POSTING. (Changed for 2008) Check the [Forums](#) (message board) on the [League Website](#) or call the League Voice Mail for updates on game status. Periodic updates will be made on the website and voice mail. A decision to cancel the games will be made as much in advance of the game as possible to avoid unnecessary travel by players.

B. GAME-TIME DECISIONS. If it is raining or the field is wet at game time, the Umpire will determine if a game should start or continue (if in progress).

5. Postponed Games

Games that are postponed or suspended will be scheduled for the first available time on the League calendar that is at least two weeks after the canceled game. The League Commissioner will notify the Captains of the time and date of the rescheduled game, and also update the League Website with the change.

As much as possible, games will be rescheduled with a minimum of two weeks' notice to allow teams enough time to field a team for the game. The dates for these games will not be changed unless there are exceptional circumstances.

6. Extra Player (EP)

A. NUMBER. A maximum of two extra players may be designated at any place in the batting order. The EP may enter a game on defense at any time.

B. BATTING ORDER. If an EP enters the game defensively, the batting order remains the same.

7. Batting

A. PITCH COUNT. The batter begins each plate appearance with the count of 1-1 (follow ASA rule with 1 foul to waste).

B. AUTOMATIC HOMERUN. An automatic homerun can occur in the following ways:

1. On the North field, a batted ball hit over the temporary fence in right field on the fly.
2. On the South field, a batted ball hit into the parking lot on the fly.
3. On the South field, a batted ball strikes any part of the light tower on the fly.
4. On the South field, a batted ball strikes the second tree in right field on the fly.

C. AUTOMATIC HOMERUN LIMIT. There is a limit of four automatic homeruns per game by a team. After the fourth automatic homerun, hits meeting any of the conditions above will be automatic singles.

D. GROUND RULE DOUBLES. (Changed in 2011). A ground rule double can occur in the following ways:

1. On the South field, a batted ball hits the first tree in right field on the fly.
2. On the South field, a batted ball that lands in fair territory then bounces over or rolls under the temporary fence in left field.

E. GROUND RULE TRIPLES (Changed in 2011). A ground rule triple can occur in the following ways:

1. On the North field, a batted ball bounces over or rolls under the temporary fence in right field.
2. On the South field, a batted ball rolls into the parking lot.

F. DEAD BALL RULE: On the South field, any ball striking the branches on the first base foul line in fair or foul territory or any ball that touches and goes over or under the temporary fence in left field is considered dead. Runners cannot advance, and the ball cannot be caught for an out. The ball is treated as a foul ball for purposes of the pitch count.

8. Base running

A. FIRST BASE (Changed in 2011). A safety base will be used when batter runs from home to first base. If the ball is thrown towards the foul line the fielder may use the orange base and the runner is allowed to use the white base. If there is a play at first the runner must use the orange base. If there is no play at first then the runner is allowed to use the white base. For example if the ball is hit into the outfield then the runner is allowed to use the white base basically to round first. If a ball is hit into shallow right and the fielder can possibly make a play at first then the runner must use the orange base. If a runner does not touch the orange base on close plays and umpire does not call it then the pitcher/fielder must tag the base and then ask the umpire for a call.

B. BLOCKING HOME. The fielder is entitled to block home plate when there is a play that can be made. In all other cases, the fielder must yield to the runner.

C. INTERFERENCE. Runners must avoid interfering with any throws and/or catches made by fielders by sliding or yielding to the fielder. Under no circumstances should the runner make excessive contact with a fielder. In cases where a fielder is blocking home, some contact may be unavoidable but should not be excessive. The runner will be called out if, in the Umpire's judgment, the base runner violates this rule.

D. SLIDING. A runner is not required to slide into a base when there is a close play in order to be called safe. Sliding is legal.

E. OVERTHROW. On an overthrow, all runners are awarded two bases from the last base established when the ball left the fielder's hand.

Examples:

1. The shortstop overthrows first base when fielding a batted ball. The batter is awarded first and second base, since the batter did not yet establish first base when the ball was thrown.
2. The left fielder overthrows second base when fielding a batted ball. A runner on first base is awarded second base and third base if the runner did not reach second base before the fielder threw the ball. A runner on first base is awarded third base and home if the runner reached second base before the fielder threw the ball.
3. The shortstop catches a line drive and overthrows first base in an attempt at a double play. The runner on first base was headed to second base, and needed to return to first base to avoid being out. The runner is awarded first base and second base (not second base and third base) because the runner needs to re-establish first base after the ball is caught, and did not do so.

9. Substitutions

A. NON-PLAYER. Another player may be substituted as a replacement for a base runner or defensive player at any time.

B. PINCH BATTER. Another player may be substituted as a replacement for a batter at any time. The replacement player assumes the current pitch count, if applicable.

C. BATTING POSITION. The replacement player will take the batting position of the replaced player.

D. RE-ENTRY RULE. A player that was replaced in the game by a pinch-runner, pinch-hitter or defensive substitution by a player off the bench may re-enter the game at anytime after the replacement is made. **Note:** This is different from the ASA Rule that requires the player off the bench to play one full inning before being replaced by a re-entering player. This is done purposefully to allow the Captains to include more players in the game.

The player re-entering will take the batting position of the replaced player. A player may re-enter a game only once per game.

Examples:

1. A player is replaced by a pinch hitter. The pinch hitter gets a single. The original player may re-enter the game as the base runner at the Captain's discretion. If the pinch hitter is replaced by the re-entering player, the pinch hitter cannot re-enter the game.
2. A player is replaced by a pinch hitter. The team bats around that inning and the pinch hitter is at bat for a second time. The original player may re-enter the game as the batter at the Captain's discretion. If the pinch hitter is replaced by the re-entering player, the pinch hitter cannot re-enter the game.
3. A player is replaced by a pinch hitter and the pinch hitter makes the third out. The team takes the field on defense. The original player may re-enter the game on defense at the Captain's discretion. If the pinch hitter is replaced by the re-entering player, the pinch hitter cannot re-enter the game.
4. A player is replaced on defense. When the defensive replacement is the batter, the original player may re-enter the game as the batter at the Captain's discretion. If the defensive replacement is replaced by the re-entering player, the defensive replacement cannot re-enter the game.

E. COURTESY RUNNER. The Captain may replace a base runner with the last batted out at any time in the game for **any** reason. The base runner does not need to be injured. The Captain can only exercise a Courtesy Runner once per game for the entire team.

Note: Captains may make allowances for certain players on the opposing team to always have a Courtesy Runner. Captains are encouraged to make this allowance, if warranted.

IV. Procedures

1. Field Maintenance

A. TOWN MAINTENANCE. The Town of Windsor maintains the fields to some extent. Recreation fields are given the lowest priority during the summer months, so it is not unusual for the field to go unmaintained for a period of time. Captains can contact Rich Henderson at the Recreation Department to request maintenance.

B. LEAGUE MAINTENANCE. The League keeps some field grooming tools in the Lights cage by the North Field. All participants in the League are welcome to use the grooming tools to help maintain the fields. Captains are responsible for ensuring that the tools are returned the Lights cage and secured.

2. Game Lights

All teams will be issued keys to the lock on the Lights cage by the North Field to access the control panel for the lights. The lights can be used at the discretion of the teams for games, but must be shut off immediately following the late game. The Town prohibits lights to be on past 10pm. Captains are responsible for ensuring the lights have been shut off and that the Lights cage is locked.

3. Forfeits

A. PLAYOFF ELIGIBILITY. A team forfeiting three different game days will not be allowed participate in the playoffs, and will not count in the Standings to determine seeding for the playoffs. Games against a team ineligible for the playoffs still count towards the Standings, but the team will not be included in the Standings for seed purposes. For example, if a team is ineligible for the playoffs but is ranked 7th in the Standings, the 8th and 9th ranked teams will be seeded 7th and 8th (this is an example of the top 8 of 12 teams eligible for playoffs and may vary if there are more teams).

B. EXCESSIVE FORFEITS. In the extreme case where a team forfeits five different game days, the team is removed from the league. **All games already played against the ejected team will be removed from the Standings as if the team were never part of the league.**

4. Ejections

Anyone ejected from a game for unsportsmanlike conduct, or anyone demonstrating unsportsmanlike conduct toward an Umpire before, during or after a game, is automatically suspended from his or her team's next scheduled game.

Failure to sit out a suspension will result in the forfeiture of the game. Ejected participants must leave the field of play. Failure to leave or returning after the game and continuing their poor conduct can result in a minimum four-game suspension. Captains are responsible for finding out the length of the suspension from the League Commissioner.

5. Protests

A. UMPIRE JUDGMENT. Protests cannot be issued when the basis for protest involves the judgment of an Umpire. Even if a clearly incorrect decision by an Umpire directly affected the outcome of the game, the Umpire's decision is final and cannot be reversed.

B. DECLARATION OF PROTEST. To play a game under Protest, the Captain of the protesting team must notify the umpire of his intent to play the game under Protest, and the reason. The umpire will inform the opposing Captain before continuing play.

C. PLAYER IDENTITY VERIFICATION. Any player who is challenged on eligibility will be requested to show an ID to the umpire. If the player does not have ID, he must sign the protesting team's score sheet or the game is forfeited. The ID must match the Official Roster. See Section II. 1B.

D. WRITTEN PROTEST. After properly notifying the Umpire, all Protests (including player eligibility) must be followed up by a written Protest submitted with a \$25.00 Protest Fee to the League Commissioner within five business days following the protested game. Otherwise, the game will stand as played.

E. POSTSEASON PROTEST. The League Commissioner should be contacted by phone immediately following any protested tiebreaker or playoff game to quickly rectify the situation. There are no fees for Protests in tiebreaker and playoff games.

F. REFUND OF FEE. The Protest Fee will be returned if the Protest is upheld. If denied, the fee will revert to the League.

6. Code of Conduct

All Participants are required to abide by the Players Code of Conduct.

A. **No Player May:** Refuse to abide by an official's decision, threaten an official, or at any time lay a hand upon, push, shove, or strike an official. "Player" means **any** participant, i.e., player, squad member, coach, manager, scorekeeper or fan.

B. **No Player May:** Demonstrate objection to an official's decision by throwing any object, and no object shall be thrown in any manner, for any reason, that an official judges to be dangerous.

C. **No Player May:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

D. **No Player May:** Be guilty of an abusive verbal attack upon any player, official, or spectator. Any use of profanity, obscene or vulgar language in any manner, at any time, will not be tolerated.

E. **No Player May:** Be responsible for the presence of intoxicating substances in the team area, or use any intoxicating substances, or appear to be in an intoxicated condition.

F. **Penalty for violation of the Code of Conduct:** An official will eject the player from the game and report the incident to the League Commissioner. **There is an automatic one-game suspension for any ejected player.** For any **flagrant act**, the suspension will remain in effect until final disposition by the League Commissioner.

G. **The League Commissioner** has the power and full discretion of imposing penalties on all violations of Players Code of Conduct. For any violation not explicitly stated in the Code, the penalty will be at the discretion of the League Commissioner.

H. **Game Officials (Umpires)** have general authority to handle unsportsmanlike conduct in accordance with ASA Rule 10, Section 9.

I. **The Game Official in Charge** may either suspend or declare forfeit any game where in his or her judgment there has been a violation of the code, making it unsafe to continue the contest.

J. All players are required to abide by the [Town of Windsor Code of Ordinances](#) Article 1, Section 12-5 that prohibits consumption of alcoholic beverages in public places, such as the Windsor High School grounds.

V. Equipment

1. Balls (Changed for 2008)

The League will supply one new ASA certified Worth Gold Dot softball (COR .44, and 375 lb. compression) for each game. The away team should supply one used ball of the same type for use in each game. The team responsible for causing the ball to go out of play becomes responsible for retrieving or replacing it with another.

2. Shoes

Metal cleats, football cleats, track shoes and soccer cleats are not allowed. All other cleats are permitted.

3. Bats (Changed for 2008)

1. APPROVED BATS. The following bats are not permitted in the League:

a. Bats included on the most recent ASA Banned Bat List (www.softball.org), and

- b. Bats not included on the most recent ASA Certified Bat List (www.softball.org).
- 2. PENALTY FOR NON-APPROVED BAT. If a batter attempts to use one of the banned bats and the bat is challenged by the opposing team, **an out will be called, no exceptions.**
- 3. NEW BAT MODELS. A newly released bat may be banned even if it is not on the ASA Banned Bat List. Before purchasing a newly released bat model, Captains should check with the League Commissioner to make sure it will be permitted in the League if it is not listed as approved on the ASA Certified Bat List.
- 4. QUESTIONABLE BAT. A team can challenge the eligibility of a bat, even if it doesn't appear on the lists referenced in (1) above. If a challenged bat cannot clearly be determined by the Umpire to be permitted, the bat is disqualified for the remainder of the game, and must be cleared through the League Commissioner before it can be used again in a game.

It is the Captain's responsibility to contact the League Commissioner to have a bat declared permissible for League play. It is also the responsibility of the Captain to inform his or her team as to the rules and regulations of our league concerning bats. Captains may also contact the League Commissioner with any questions regarding permissible or non-permissible bats.

VI. Ground Rules

1. General Rules

- A. Provisions are in effect as of February 22, 2006. All previous ground rules are superseded.
- B. Ground Rules established by the League and published for the current season shall always govern, whenever they apply to any specific situation.
- C. Game Umpires shall clarify these Ground Rules (including additional Ground Rules, if necessary) to both teams and their Captains, but nothing stated by the Umpires before the game or ruled by the Umpires during the game may conflict with these published Ground Rules or with any additions and/or changes authorized and published by the League.
- D. Safety of participants is the primary consideration governing these published Ground Rules or with any additional Ground Rules which may be made at any location.
- E. Any special Ground Rule in addition to these Ground Rules shall be announced by the Umpire before the game.
- F. Unless specifically stated otherwise as part of a particular Ground Rule, ASA Rules shall apply whenever a Ground Rule is invoked in any situation.
- G. When a fly ball putout is clearly prevented by the interference of any non-participant (including a player in another game), an Umpire may declare the batter out, in which event the ball is dead and bases may be awarded to other runners. Otherwise, there cannot be non-participant interference unless the act is judged intentional, in which event the ball is dead and the Umpire shall decide the bases to be awarded.
- H. When a fielder believes a ball is "out of play", the fielder should step away from the ball and raise his hands to signal the Umpire to make a ruling. Playing the ball will probably cause it to remain alive.
- I. When a tree line is called "out of play", every tree along that line is "out of play".
- J. Unless otherwise stated, all fences are per ASA Rules. Fair batted balls lodging in, rolling under, going through and/or bouncing over fences are ground rule doubles.

K. If the Umpire, at his/her discretion, decides it is necessary, he/she shall announce Ground Rules establishing additional “out of play” areas.

L. In instances where literal interpretation of a written rule is not the same as the intent of the rule, the League Commissioner and the Rules Committee can apply the rule as intended.

2. Specific Playing Field Rules

A. Windsor North

i. Pitching Mound: (Changed for 2008) The pitcher is to pitch on the line extending from home plate to second base five feet behind the girls’ pitcher’s mound to second base. Pitchers are prohibited from pitching any closer than 5 feet (approximately 2 bat lengths) behind the girls’ pitcher’s mound.

ii. First Base Side: An “out of play” line extends from the end of the first base fence line parallel to the foul line to the baseball field.

iii. Third Base Side: An “out of play” line extends from the end of the third base fence line parallel to the foul line to the tree line in left field.

iv. Right field: When the temporary fence is present, the fence is treated under the ASA Rules for a fence (see [specific rules in this document](#)).

B. Windsor South

i. Pitching Mound: (Changed for 2008) The pitcher is to pitch on the line extending from home plate to second base five feet behind the girls’ pitcher’s mound to second base. Pitchers are prohibited from pitching any closer than 5 feet (approximately 2 bat lengths) behind the girls’ pitcher’s mound.

ii. First Base Side:

a. An “out of play” line extends from the end of the first base fence line parallel to the foul line to the tree line in right field.

b. A batted ball that contacts the tree branches overhanging the first base foul line in fair or foul territory is considered dead. Runners cannot advance, and the ball cannot be caught for an out. The ball is treated as a foul ball for purposes of the pitch count.

iii. Third Base Side: An “out of play” line extends from the end of the third base fence line parallel to the foul line to the high school.

iv. Right field:

a. A batted ball that goes into the parking lot on the fly is subject to the automatic homerun rule.

b. A batted ball that rolls into the parking lot results in a ground-rule triple.

c. A batted ball that hits any part of the light tower on the fly is subject to the automatic homerun rule.

d. A batted ball that hits the tree in play closest to home plate on the fly results in a ground rule double.

e. A batted ball that hits the next closest (“second”) tree in play to home plate on the fly is subject to the automatic homerun rule.