



**The Zone Sportplex
2009/2010 Official Indoor Slow Pitch
Rule Book and By-Laws**

Official Indoor Slow Pitch Rules Adopted,
Published, and Distributed by

**The Zone Sporsplex
21291 Urdahl Rd NW
Poulsbo, WA 98370
Tel (360) 697-9663 / Fax (360) 598-
www.zonesportsplex.com**

All Rights Reserved. No part of this book may be reproduced or utilized in any form or by any means without written permission from the publisher.

Copyright © 2008

RBI Baseball and Training Center, Inc. All Rights Reserved

THE GAME

Section 1.

LEAGUE GAMES consist of 4 innings, during a maximum playing time of 50 minutes from the **scheduled** game start time.

- A. A game will start as soon as both teams have the minimum of 5 players.
- B. A game consists of 4 innings of 16 legal pitches each, pitched by the opposing team's pitcher to the other team.
- C. If a team does not have the required 5 players within 5 minutes of the scheduled start time, then that team will forfeit the game.
- D. After the 45th minute of a game, no new inning will be started. The current inning will be allowed to be finished.
- E. If a game is tied at the end of the 4th inning it will be extended into 1 extra inning if it is deemed time effective for the arena.
 - a. Each team will receive 8 pitches

Section 2.

Aggression and Abusive Language is not allowed at any point during the game.

- A. Only the captain is allowed to converse with the umpire concerning a call. Any players other the captain will be ejected from the game with the possibility of being suspended.
- B. If any player uses abusive language towards the umpires, or any other players, they will be ejected from the game. If the abusiveness continues, either from the teammates, or the ejected player the umpire may call the game and that team will take the forfeit.
- C. Violence is not tolerated in any manner. Anyone who commits any violent acts will be ejected and suspended from future games and additional legal action may follow.

ZONE SPORTSPLEX MEMBERSHIPS

Section 1.

ZONE SPORTSPLEX Membership must be purchased prior to any league play.

- A. A Zone membership must be purchased and be current in order to participate in any league games.

LEAGUE PLAY

Section 1.

Men's/Women's Leagues are allowed a maximum of 8 players on the field at any given time and no less than 5 players per section 1 subset A.

- A. Up to 15 players are allowed to be on the batting lineup.
- B. If a player is injured and no substitute is available the team may elect to play the remainder of the game down 1 player with no penalty levied against that team.
- C. Players may be added after game start time if they are already on the roster or if the roster is not full.
- D. All players playing on the field must be checked in by the umpire.
- E. Any team using a player that has not checked will forfeit the game in question and the right to participate in playoffs.
- F. If a player is playing under a different players name, the player and the captain will be suspended and will forfeit that game.

Section 2.

Coed Leagues are allowed a maximum of 8 players on the field at any given time no less than 5 players per section 1 subset A.

- A. A minimum of 3 girls on a team at any given time.

- B. For each female player missing from the stipulated 3, the opposing team will be awarded **10 (ten)** runs prior to the start of the game. The penalized team must also sit a male on defense for the entire game. If more than two (2) females are missing at game start time; it is a forfeit.
 - a. *If a Second female is missing at the start of the game an additional **10 (ten)** runs will be awarded and another male must sit on defense the entire game.*
- C. Up to 15 players are allowed to be on the batting lineup.
- D. A maximum of 7 males can bat in the lineup.
- E. A maximum of 6 males can play in the field.
- F. All players playing on the field must have checked in prior to going on the field.**
- G. Any player playing that has not checked in may be suspended and that team may forfeit the game in question and the right to participate in playoffs.
- H. If a player is playing under a different players name, the player and the captain will be suspended and will forfeit that game.
- I. If a female player leaves at any point during the game, a male player must sit on defense. Three (3) runs will be added for each inning she is not present.
- J. A team will forfeit if they have less than 2 females at scheduled start time and at any time during the game.
- K. There is no girl / boy line up rule.

Section 3.

ROSTERS: A roster must be submitted before the first week of play.

- A. A roster consists of a maximum of 15 players
- B. Rosters are frozen once the 6th game of the season has started.
- C. Any player playing that has not checked in may be suspended and that team may forfeit the game in question and the right to participate in playoffs
- D. Any captain allowing a player to play prior to checking in will be suspended and will forfeit that game.
- E. All players on the final roster must be current Zone members.
- F. To be on the playoff roster all players must have played 2 full games before the 6th game. *(A full game consists of 4 innings)*
- G. Players that have been added to the roster may not be removed until the season is concluded.
- H. Anyone playing for a team at any point during the season is automatically added to the roster.
- I. If a player plays for two teams in the same league, they will forfeit all rights to play for any team in that league and will be suspended.
- J. All players must bat if checked in.
- K. No players may field and not bat. This will result in a forfeit.

RULES

Section 1.

Pitching will be done by the opposing teams.

- A. **The trajectory** of a legal pitch is between 4ft and 12ft high.
- B. A **pitched strike** must hit the strike area and be in the correct trajectory.
- C. A **ball** is when the pitcher pitches the ball within the legal trajectory and it falls inside the legal pitch box but does not hit the strike mat.
- D. If a batter is hit by the pitch while standing in the legal pitch box it will be called a "live ball" and "ball". Runners may advance one base, if a runner is on 3rd and advances to home, this is counted as a run. If the umpire determines the batter intentionally moved into the path of the pitch for the purpose of being hit, the umpire may call the batter out.
- E. An **illegal pitch** is counted as a ball to the batting side, but will not count against the pitch count.
 - a. A ball thrown under 4ft or over 12ft.
 - b. A ball that lands outside of the legal pitch mat.
 - c. When the pitcher has more than 2 pump fakes before releasing the ball.
 - d. When a pitcher does not come set before starting his pitching motion.
- F. On the **last pitch** of an inning, if an out is recorded, it will eliminate all runs scored. Only one out may be recorded on the last pitch of the inning.

Section 2.

Batting

- A. Two (2) strikes, the batter is out.
- B. Two (2) balls, the batter walks.
- C. A **swinging strike** is when the batters attempts to hit the ball and fails to do so.
- D. A **double hit strike** is when the batter makes contact with the ball on the initial swings and also hits it at any point thereafter with the bat. This will create a dead ball.
- E. An illegal ball pitched that bounces may be hit.
- F. The batting rotation continues into the next inning. The “on deck” batter is first up the following inning. If the final batter of the inning obtains a strike he will not be called out but this will end the inning. That batter will not be the first batter in the next inning.
- G. Any softball bat is allowed for Extreme Softball league play. No baseball bats are allowed during league play.
- H. There are no foul balls. If a batter makes any contact with the ball it is now a live ball and the batter must run. Balls hit into the dugout areas are considered as foul and dead balls. This is counted as a strike against the batter.
- I. Any hit ball that is lost between the top netting is considered out of play and a dead ball. A single is awarded to the batter and all base runners advance one base. A run is counted if bases are loaded
- J. No reverse, backward or downward (tomahawk style) swings are permitted. The batter will be called out and play will be stopped if the umpire deems the swing to be in any of these motions.
- K. There is no batter’s box. A batter may chase a pitch anywhere except behind the back of the illegal box or across the strike mat. The batter will be called out if any part of them is across or behind the illegal box at any point during their at bat.
- L. Once the batter has assumed his/her position, the batter may not crossover home plate until after he/she has attempted to hit the ball or has hit the ball.
- M. Bunting is not permitted. A full swing must be attempted during each at bat. A swing that is deemed not to be a full swing will be called a strike and dead ball. This will be an umpire’s judgment call.
- N. A homerun is delineated by two banners. One in right field and one in left field. A homerun can hit any object except the ground to be considered a homerun.

Section 3.

Fielding

- A. **Outs** are
 - a. a. If a ball is struck and caught before it hits the ground either off the side or top net. No trapping is allowed.
 - b. If a ball is hit and rises above the batters head and the catcher catches it.
 - c. If a runner does not get back to their base on a catch before the baseman receives the ball. All runners must tag up on a caught ball.
 - d. If a runner is not on the base when the pitched ball is released.
 - e. There is **no** lead off. If a runner leaves early – the runner will be out. “Early’ means prior to the pitched ball being struck, prior to its landing on the strike mat or prior to it being caught or touched by the catcher.
 - f. If a runner heading home crosses the commit line and the catcher receives the ball. This is always a force out.
 - g. A batter or runner running between bases must avoid a tag by the fielder by staying on the base path (although not marked on the field, the base path is considered to be a straight line between bases 4 feet in width). If the batter or runner leaves the base path, he/she is automatically out.
 - h. When a runner over runs first base and does not make it back to the running area before advancing.
 - i. If a runner is trying to intimidate a fielder by making any motions towards a player or a ball in the attempt to distract the player.

- j. If a runner does not get down or move out of the way on an attempt for a double play at 2nd & 3rd. Even if the fielder does not make the throw you will be called out. This is an umpire's judgment call.
 - k. If a runner deliberately slides in high in the opinion of the umpire or does not get down in a timely manner obstructing the fielder, the umpire will call the runner out and will give a warning.
 - l. If a fielder catches the ball and tags home plate before the runners crosses the "Scoring Line" the runner will be out.
- B. Time** is called after every play.
- a. Time is called allowing the next batter and/or players called out to safely enter and leave the playing surface. If members of the batting or fielding teams (that are not currently batting or on the field) are not behind the dugout fencing before time is called 1 run will be awarded to the opposing team. If members of the batting or fielding teams (that are not currently batting or on the field) interferes with the game play, further penalties will be awarded such as an additional out or additional runs scored. This is an umpire's judgment call.
- C. Safe Zones** are two marked areas on the net. These are considered a ground ball when they are struck and the fielder must throw out the runners. This is not a catch.
- D. First Base** has two bags and these are both to prevent any contact between the runner and the fielder. If the fielder takes one of the bases due to it being the safest base, the runner must go to the other base. At no point in time may the fielder impede the runner's path.
- E.** A fielder may not intentionally drop a fly ball in order to turn a double, triple or quadruple play. If they do so the batter is deemed out and the play will become dead. All runners will return back to their bases.

Section 4.

Base Running

- A.** If the batter hits the ball and the ball hits a runner that has left the base, without the ball being touched by a fielder or hitting the net, that runner will be called out. The play will be allowed to carry on unless the umpire feels it was intentionally interfered with.
- B.** If a runner is standing on the base and gets hit with the ball, the runner is not out and the game will be allowed to carry on.
- C.** If a struck ball makes contact with the net and then makes contact with the runner, neither the runner nor the batter is out.
- D.** If "Dead Ball" is called no runners may advance.
- E.** If the batter makes contact with the ball and the ball makes contact with the batter before two steps the batter is not out and play will continue.
- F.** If the ball comes off the bat and hits the batter **AFTER** the batter has taken two steps on the way to first base, the batter **is out** irrespective of whether or not the batter attempted to avoid being hit by the ball.
- G.** A runner who purposely slaps at, kick at, or reaches for a live ball that is in play will be called out and play will stop. All runners must go back to their bases. This is an umpire's judgment call.
- H.** If a ball is out of play all runners must go back to the previous base and play is stopped.
- I. Base Stealing**
 - a. There is no leading off. The runner must wait for the ball to make contact with a batters bat before leaving the bag.
 - b. If the runner leaves early they will be called out at the end of play.
 - c. Runners can steal 2nd and 3rd base, however there is no stealing home unless the catcher generates a play by throwing at 1st 2nd or 3rd base. If the catcher is merely returning the ball to the pitcher in the eyes of the umpire the umpire will send him back to 3rd unless they were tagged out.

Section 5.

Scoring

- A. Each time a runner comes home and crosses the home plate line, the runner scores a double point run (2).
- B. Each time a batter is walked; the **batting side** is credited with a two point run (2).
- C. Each time there is an out recorded the defense will be awarded a single point run (1).
- D. If a player hit the "Home Run Zone" the batter and all the base runners score, with the batter and runners counting as double point runs (2).

League Scoring

- A. Games scores are entered as actual scores and as a "win"/"loss" for each team. If at the end of the regular season two teams have a tied win/loss record, a team's score difference (points scored for / point scored against) will be used to determine their place in the playoff games.

League Standings

Total points determine the league table standings positions. These standings will also determine the playoff teams. In the case of equal league points the tie break is as follows:

- A. Total runs scored during league play.
- B. Total offensive runs scored.
- C. Total defensive runs scored.
- D. Team record (games won during regular season)
- E. Total bonus points

Forfeits

If a team forfeits a regular season game they will no longer be eligible to play in playoffs for that season.

Suspensions

All players ejected from a game may be subject to an additional suspension. Any and all rules that have been intentionally broken may lead to an additional suspension.