

**L.T.R.C. FALL SOFTBALL @ REISTERSTOWN REGIONAL PARK**  
**2024 RULES OF PLAY**  
**August 4, 2024 Revision**  
**ADMINISTRATION**

**USE OF ALCOHOLIC BEVERAGES BY PLAYERS, COACHES OR SPECTATORS IS STRICTLY PROHIBITED. VIOLATION OF THIS RULE WILL RESULT IN IMMEDIATE FORFEITURE OF GAME AND POSSIBLE SUSPENSION FROM THE LEAGUE. THIS INCLUDES ALL AREAS OF THE PARK AND PARKING LOTS.**

**SMOKING IN ANY FORM IS PROHIBITED IN THE PARK BY STATE LAW.**

**ROSTERS** – All teams must have a roster on file with the league at all times. All players must register at [www.stonealley.com](http://www.stonealley.com) per LTRC policy. There is no per player charge for registration. Before any player is eligible to play in any LTRC league, he must read the liability and Covid waiver at [www.stonealley.com](http://www.stonealley.com). Any team fielding an ineligible player will forfeit all games in which that player appears. Lutherville-Timonium Recreation Council and Baltimore County Department of Recreation and Parks will not be held liable for any injury to a player who fails to sign a league roster.

**THE BATHROOMS LOCATED AT THE PARK MUST BE USED. ANY PLAYER SEEN ABUSING THIS RULE WILL BE SUSPENDED. GAMES MAY BE DELAYED TO ALLOW USE OF RESTROOMS.**

**POSTPONEMENT PROCEDURE** Every effort will be made to update the rainout line at 410-560-3376 with game status. The general assumption is that games will be played. Other information regarding makeup games, league notes, and reminders will also be placed on this recording. Periodic calls to the rain number are therefore recommended.

**UMPIRE FEES \$22.50 per team each game paid prior to the game.**

**REPORTING GAME RESULTS** Each team manager should call the league coordinator with game results the following day. Standings can only be issued if game results are reported.

1. Three Pitch format - ASA Rules apply - Maximum of (3) pitches to each batter 2 balls = walk - 2 strikes = strikeout
2. All games are seven (7) innings. No new inning shall start 65 minutes after the first pitch unless game is tied. All games are played to completion up to a maximum of 10 innings. All innings after the 7<sup>th</sup> will start with a runner on 2<sup>nd</sup> base.
3. **Speed-Up Rule - If any time after the losing team has completed 4 at bats (equal number of at bats), the score differential is fifteen (15) or more runs, or 5 at bats (equal number of at bats), the score differential is 10 runs or more the umpire shall terminate the game. Teams to be allowed an equal number of at bats.**
4. All bats must be ASA approved. **Allowable ball specifications are .52 cor and 300 compression.**  
. Use of an unapproved bat will result in the forfeit of the game.
- 5A. Teams must start at least eight (8) players. A team starting with 8 players can add players. All players added must be brought to the attention of the umpire and opposing manager. Teams can bat up to 15 batters. The team manager must advise the opposing team manager and umpire prior to the game if more

than 11 batters are to be used. Batting order must remain constant at all times. If any player is withdrawn from the batting order for any reason other than serious injury, that spot in the order becomes an out.

- **The speed up rule (score differential of 10 runs) will be in effect after four (4) innings are complete only if the team playing with fewer than 10 players is losing.**

- 5B. **A team losing a player to significant injury during a game that is acknowledged by the umpire and both team managers, that team will not have to take an automatic out when that injured player is due to bat. In any other situations, such as player leaving the field for emergencies, etc, the team will have to take an automatic out for that batter.**
- 5C. In the event of a player ejection for sportsmanship, they must exit the facility. An automatic out will be recorded for that player's batting position for the remainder of the game taking place. An automatic suspension is imposed for that night, plus the next 2 games.
6. Forfeit time is ten (10) minutes after the scheduled starting time. If a team forfeits the first game of a doubleheader, they shall have an additional twenty (20) minutes before forfeiting the second game. In the event of forfeit, the forfeiting team pays the umpire **both** teams' fees.
7. The league will supply each team with one new ball per doubleheader. The team at bat must replace any lost batted balls.
8. Fighting, extreme profanity, baiting or threatening of umpires or any similar un-sportsman-like conduct will result in an immediate two (2) game suspension for the guilty party (ies). Players displaying conduct detrimental to the league will be expelled, at the discretion of the league commissioner, from further league play.
9. **A one up home run rule (up to 3 home runs per team) will be used. Once home runs are matched a team is allowed an additional home run. Any fair ball hit over the fence after the one home run limit unless matched by the other team will be counted as an OUT. When a team is hits a home run that puts it plus 2 over the opponent, that batted ball will be declared an out.**
10. Metal spikes are not permitted in any LTRC league

## **REISTERSTOWN REGIONAL PARK COURTESY RULES**

1. No motorized vehicles beyond the designated parking areas.
2. Do not bring dogs to games.
3. Pick up all trash around the player/spectator areas before leaving the park.
4. **ALL PREGAME WARM-UPS, INCLUDING BATTING PRACTICE, MUST BE HELD ON THE OUTFIELD GRASS.**

### Technical Out

As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke a technical out against the offending team.

A. Offense: If the team at bat is guilty of unsportsmanlike conduct, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the technical out is the third out of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case, the batter will begin with a fresh count.

B. Defense: If the team in the field is guilty of unsportsmanlike conduct, the umpire may invoke the technical out rule by giving them an out when they come to bat.

C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.

#### Courtesy Runner

**Any batter needing the courtesy runner can use one. The courtesy runner is the manager's choice. A courtesy runner can only run for one player in an inning in addition to his own at bat.**

**Note if runner is on base when his at bat is due an out will be assessed. Per ASA rules.**

#### Pitcher Protection

Batted ball actually strikes the pitcher striking his head, arms, neck, torso, legs or glove, batter is out Dead ball and runners return to base at the time of the pitch. Clarification: This rule is intended to safeguard the defenseless pitcher and for batters to avoid hitting up the middle. Pitchers can still field their position and throw runners out at the bases.