



MENS SLOW PITCH SOFTBALL LEAGUE/GAME RULES (WSL Modified)

Ruskin/Northside Baptist (Saturdays)

10am-2pm Game Times

Revised Date 09/07/2026

Home Team: Home team is split between each game.

Game time: 55-minute game time, games will start on time.

Bats: Will be randomly checked for any illegal features at directors or umpire's discretion. Failure to comply will result in a 3-month suspension. USSSA Bats Must have the 240 stamp.

No Ultra's and no bat on any unapproved list. Each individual and captain is responsible for using legal bats. If a batter steps into the box with an illegal bat, the batter is out, even if the bat has not been used. RSL and the umpires reserve the right to disallow a bat should it be thought the bat may be doctored. If any injury occurs from a batted ball, RSL staff has the right to seize the bat to determine if the bat was altered.

Balls: .44 cor, 375 compression 12 inch balls. The league will provide 6 game balls for the entire season. After that, each team will be responsible for their own game balls during the game. They must be .44 375 of any brand other than Onyx and no senior balls. If a team runs out of balls, they can purchase them from the league for \$7/ea.

Home Run Rule: 5 home runs, 1 up

Hit and Sit: Batter does not have to touch bases with an over the fence home run.

A team cannot go 1 up in the final inning of a game.

Players: Absolutely NO ALCOHOL allowed on the premises, as per county ordinance. Any player found with alcohol in their possession WILL BE REMOVED FROM THE LEAGUE for the remainder of the season. Any player considered to be intoxicated WILL be removed from the game and not allowed to continue to play for the remainder of the day. Must be at least 18 years of age and signed roster with liability waiver prior to the start of any game.

Teams: A team may bat up to 13 players.

A team may start with 8 players. A ghost player may be on the lineup card and replaced with a player once they arrive. A ghost player will be an out until the actual player arrives. Once a team has batted through the line-up card, they cannot add players. They can only replace the ghost player with an actual player.

The roster can be up to 20 but ONLY 12 prizes will be awarded. In order to add a player on the batting lineup after the game has started (and if already batted thru the order) you must have a ghost batter in that spot, then remove ghost batter and add name of batter when they arrive or switch out players (this means you can add players as they arrive BUT if your team has batted thru the lineup, you CANNOT add unless you had a ghost player on the lineup card and replace the ghost player with an actual player). If you have to forfeit, it will count as a 7-0 win.

A Player must play 1 regular season game and be assigned to the team's roster in order to be eligible to play in the playoffs. (This means a team can NOT pick up players during playoffs and championship game)

Forfeits: A team must have 6 of their own players in order for it to be a legal game. If a team has less than 6 of their own players and wins that team will receive a tie. If a team cannot field at least 8 players it will be considered a forfeit and the winning team will win the game 7-0.

Batter: Any batter standing in the batter's box MUST be ready to bat or ask for time. A verbal request to the umpire is sufficient.

Fielder's position: A defensive player may not impede a runner's progress by standing in the baseline, unless the defensive player is fielding a batted ball.... Blocking of the bag without the ball shall result in an obstruction call, a warning to the offending player, and the runner will be awarded the base. The catcher may not interfere with the batter's ability to swing, this means the catcher must remain behind the batter's box for their safety, any catcher who interferes with the batter by reaching into the batter's box, 1st offense warning, 2nd offense the batter will be awarded 1st base.

Courtesy runners: 1 courtesy runner PER inning as well as 1 for the pitcher. Anyone can run, it does not have to be the last batter out. The same person cannot run for multiple people in the same inning. If an illegal runner touches a base, that runner is out. If the courtesy runner is in the lineup and is on base, when his turn comes to bat, the player remains on the base and takes an out at the plate.

No designated fielders, any and all fielders must be placed in the batting order and bat.

Running to first base: (orange base) "extra base" is being used at first base, players must step on the orange base when overrunning first base, or when there is a legitimate play at first base (ball still in the infield). Players stepping on the white base when the ball is in play

in the infield may be called out. Balls that have reached the outfield will allow the runner to touch the white base in an attempt to advance to second base. When in doubt runners should touch the orange base to avoid being called out. Runner may overrun first base; any aggressive attempt towards second base the fielder may make a play on the runner. There **MUST** be an established attempt and it is at the umpire's discretion to make that call.

Taking a base on a walk: The runner **MUST** touch each base.

Stealing: There is no stealing or leading off a base.

Pitching: All pitches are thrown underhand. (No side arm pitching) The pitcher may pitch starting up to 3ft behind the rubber mound marker before throwing a pitch (The pitcher must make contact with the rubber when releasing the pitch). The pitch must be one continuous motion, no ball shall be pitched in a motion to distract the batter (**NO PUMP FAKING**). NO pitch shall be made or released in front of the pitcher's mound or net. Arch of Pitch: not less than six (6'), not greater than ten (10') from the ground.

The pitcher must get behind the net immediately after the release of the ball but may come out from behind the net after contact with the ball is made. Any pitcher hit with a batted ball where the pitcher made an attempt to get behind the net, the batter is out, second offense is ejection (bat will be removed from the game). If the pitcher makes no attempt to get behind the net and is hit, it's a dead ball and all runners are safe and advance to the next base. This call will be at the umpire discretion.

Any batted ball that hits the net on the first hit is a strike, if there are 2 strikes on the batter and no courtesy foul left, the batter will be out. If the batter hits the net a second time at the same at bat, the batter will be out. If the batted ball hits the pitcher or any player, the bat can be tested. If failed the bat will be removed for the day and tagged on RSL list of illegal bats. If caught using the illegal bat, the player will be suspended.

Run Rule: If a team is winning by 20 after 3, 15 runs after 4 innings or 10 after 5, the game will cease and winner declared. This rule also applies to Playoff games. There is a 10 run per inning limit (This is not enforced in the playoffs). If a team hits a HR that results in more than 10 runs, only the 10th run will be awarded and that HR will count towards the overall HR total of the team.

Fake tags: They are prohibited. A fake tag will result in the base runner being awarded one additional base (the base they were running to, plus one) The fielder faking the tag will be warned. The 2nd offense from any player on the team faking a tag will be ejected.

Any batted ball that strikes a baserunner while advancing to another base is out, dead ball is called.

Any batted ball that strikes a baserunner while standing on or has any contact with any base, is a live ball.

Intentional ball drop: If any fielder who catches a ball and intentionally drops it, in an attempt to force a double play, the batter is out, ball is **DEAD** and runners may not advance.

Fielder will be given a warning, 2nd offense ejection. Dropping of the ball is the umpire's discretion.

Appeal play or protest: Appeal play must be made after the play has ceased and before the next pitch. Protest can only be done by the team captain. Protest must happen prior to the last out of the game.

Injured players: MUST report the injury immediately to the umpire. RSL will complete an incident report. If the injured player requires medical attention, the player will be removed from the lineup for the day. If the player is transported to the hospital or the team roster drops below the ratio the team may pick up a replacement as long as the new player is "same like player" in ranking. If a replacement player is not available, the injured player's team may condense the lineup without taking an out.

PROFANITY: RSL stands with the rules of the church property. Profanity will not be tolerated and may be grounds for players being called out or ejected at the discretion of the umpire. Absolutely no F word directed at anyone. The umpire will give one warning to the individual, then take action as deemed necessary to control the situation. Please be considerate and respect our children and not play music containing explicit lyrics. Music will be provided by the League, no one should be playing loud enough music from a speaker that spectators can hear.

Ejection from game: Once ejected a player remains ejected for that game. It will be the umpire's discretion, if the player will be allowed to play any remainder games. Fighting, wrestling, or pushing will not be tolerated and may result in multi-game suspensions or ejection from the league all together. NO warning will be given for the throwing of equipment (even if equipment belongs to the individual). This includes bats, gloves or any equipment. Verbal abuse of officials or players, fighting, foul language, spitting, kicking of dirt and continued rough play could result in player ejections. If a player is ejected, the team may not replace that player with another player. Meaning, if you have a 13 person line up and one player is ejected you continue to play with 12 and take an out for that 13 player.

Cleats: NO metal cleats. It is up to the team captain to make sure no metal cleats are worn prior to start time. All players must have proper footing attire. The game clock will resume during this time.

THROWING BATS: Intentionally throwing the bat in anger or frustration after your turn up to bat is not tolerated and can result in an automatic out for the batter (when up to bat again) if the bat hits another player, the batter will be ejected. If the bat is thrown in anger directed at a player or official, it will result in the player's immediate ejection.

PLAYER CODE OF CONDUCT

- Players will interact with each other respectfully and with good sportsmanship.

- During the execution of a force play when an impending out is clearly evident, players must try to either slide or give themselves up by turning away from the play in progress.
- Vulgarity and extreme profanity are strictly prohibited.
- No player at any time shall make obscene gestures of any kind for any reason towards another player or officials.

RAINOUTS/MAKEUP GAMES

- We will update the Facebook group and website with updates as received. Any regular season game canceled because of inclement weather will be rescheduled and added onto the end of the season. All playoff games, canceled because of inclement weather **WILL BE PLAYED THE FOLLOWING WEEKEND** unless, it falls on a holiday weekend, then the playoffs resume the following weekend. No exceptions. The umpire is empowered to call a game at any time because of darkness, heavy rain, lightning, fire, panic, or any other cause that places the patrons or players in peril.
- If full 4 innings have been played – **WINNER DECLARED**
- Anything less than 4 full innings – **DECLARED A MAKEUP GAME**. Teams can use any of their roster players during makeup games, it does not have to be the same players from the previous game.
- Games that are not considered regulation shall be restarted as a new game.
- A time limit of 10 minutes during a rain delay will be observed. After 10 minutes, the umpire is required to either call the game or continue playing.

DO's and DON'Ts:

- Do obey the rules while on church property.
- Do utilize the port-a-potty for restrooms.
- Do park in the grass areas adjacent from the field.
- Do supervise your own children.
- Do not lean against the fences.
- Do not lift up the fences to retrieve any lost balls or items.
- Do not throw rocks on the grass.
- Do not play in the volleyball sand.
- Do not park in the church parking lot.
- Do not bring pets to the field.
- Do not allow unauthorized vehicles/food vendors without RSL permission.

Questions or Comments: Email us at Riverview.Softball.League@gmail.com