

All USSSA rules will apply with these additional rules:

ONE-PITCH RULES 1. The game is scheduled to go 9 innings or 60 minutes, whichever comes first. No new inning shall begin after 55

minutes.

2. 15 run rule after 7 innings.

3. The offensive team will provide the pitcher.

4. The defensive team shall consist of 9 fielders, which includes the catcher. A team must have a minimum of 7

players to start and finish a game. The defense must consist of a catcher and three outfielders stationed beyond

the restraining line.

5. The catcher must remain in the catcher's box until the ball is hit.

6. The defensive team still has the right to intentionally walk a batter.

7. The pitcher shall deliver one pitch to each batter. The possible outcomes will be ruled as follows:

a. Fair-batted ball – a live ball to be played by the defensive team.

b. Foul ball – a dead ball out.

c. Swinging miss – a strike out.

d. Pitch not swung at – a strike out.

8. The pitcher cannot touch or interfere with a live ball.

a. If a batted ball touches the pitcher, the batter shall be declared out and the ball is dead.

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b. If a thrown ball touches the pitcher, the ball shall be declared dead and the runner closest to home (at the time

of the interference) declared out. All other base runners remain at their respective bases (at the time of

interference) unless forced to advance.

1. There are **NO METAL CLEATS** allowed in the Savage Sports Center. If metal cleats are discovered, the player will be asked to change shoes immediately. A second set of metal cleats found will result in an ejection.
2. We will utilize these rules for the dome shell:
  - a. If a ball hits the dome shell **in fair territory** and is caught by the defensive team, the player shall be called out.
  - b. If a ball hits the dome shell in fair territory **between the light banks** and drops or lands on the playing surface in fair territory, the ball is **live** and play is to continue.
  - c. If a ball hits the dome shell in foul territory, the ball is dead.
  - d. If a ball hits above the blue dome shell in fair territory, the award is a “homerun”.
  - e. If the ball hits the roof beyond the infield where it starts to curve down and in play, that ball would be considered a homerun.
  - f. A ball that hits the roof beyond the infield and is in fair territory, will be a **live** ball.
  - g. On field S (south), the lights along the 3<sup>rd</sup> base side are in fair territory. If a ball hits one of those lights, it is a live ball.
  - h. On field S (south), if a ball hits the Hy-Vee banner that hangs over the first baseline, it will be considered a foul ball even though parts of the banner are in fair territory.
  - i. If a ball is overthrown and/or missed by the first baseman and hits the net, it is a dead ball.
3. Warm-up space is limited so please be respectful of your surroundings and the field of play. For teams playing the first time slot, the fields/dome will be open 30 minutes prior to your start time. For example games starting at 6:00pm, the dome will be open at 5:30pm.
4. Each team will receive 1 new “Champro Safe-T-Soft” softball and 1 used “Champro Safe-T-Soft” softball per night.
5. If a ball hits the netting, and in estimation of the umpire is tied up, dead ball will be declared and the runners will get 1 base. If the ball hits the net and, in estimation of the umpire is playable, live ball play will continue. If the ball is tied up in the net, bounces over or under the outfield wall, or rolls out of play past the outfield fence, have the closest defender(s) immediately put their hands up to assist the umpire.
6. A Continuous Batting Order shall be used, with a listing of offensive players in the order in which they must bat.
7. Courtesy Runner - A limit of two players will be allowed to receive a courtesy runner for the duration of the game. The last person “out” shall be the runner. If that person is unable to run, then pick the person that was previously out. If needed, a third person is not allowed to have a courtesy runner.

8. All games will be self umped by a designated player from each team. Strike carpet will be utilized to call balls and strikes. Arch of the pitch should be between 3ft and 10ft high. Teams must be able to respect each other and play fairly for this league to continue in the future.
9. \*\*\* All games will be played 9 innings or **55-minute time limit**. Teams must abide by the 55-minute time limit. If this is not adhered to the league will not continue.
10. Base length will be 65'.
11. All calls are final. There are no protests allowed.
12. Batters will begin with a 1 ball, 1 strike count. No courtesy foul.
13. Home Run Rule – Unlimited number of home runs. Home runs are awarded if:
  - a. A fair ball carries over the outfield fence.
  - b. A fly ball hit over the blue fabric of the shell of the dome, in fair territory.When a home run is awarded, the batter runner and all other runners do not need to touch any bases. Runners are to proceed directly to the dugout.
14. Tie score - Games tied after 9 innings of play may continue, as long as the 55 minute time limit has not been reached. If the game remains tied once time has expired, the game will be declared a tie.
15. Line Up - Teams are allowed to play with a minimum of 8 players. No penalty will be imposed for playing with less than 10 players. Teams are allowed to use male and female players to field their team. Teams are allowed to bat all players. The order must remain the same once established.
16. Teams ARE allowed to grab players from other teams in order field a team. No penalty.
17. **ABSOLUTELY NO SUN FLOWERS SEEDS OR TOBACCO ARE ALLOWED ON THE TURF.** If Savage Sports Center staff or umpires see any type of these items being used. Players will be asked to leave immediately. If further efforts are needed, the police will be called.
18. Bats **can** be ASA or USSSA certified as long as they are not cracked or altered in any manner.
19. One base on an overthrow.