

Denver Jewish Softball Local Rules

Updated June 2018

- **Home Run Rule** - Three over-the-fence home runs are allowed per team per game. Subsequent home runs are an out. Runners DO NOT ADVANCE!
- **Balls and Strikes** –Umpire has continued discretion if the height did not fall between the required ranges of 6’ and 10’
- **Count** - New batter starts with a count of 1 and 1.
- **Game Length** - 55 minutes or 7 innings
- **Ties** - If game is tied after 7 innings and time still remains on clock, teams can play another inning. If time has expired, game will end in a tie.
- **Batters** - All players must bat unless injured and unable to continue to play the rest of the game. **Fielding** - All players must field at least one inning.
- **Scores** - Scorekeeping is managed by the umpires on the electronic scoreboard but monitored by the captains each half inning. A captain may not protest the score from a previous inning once the next inning begins.
- **No bunting, leading, stealing** - Runners may not leave the base until after pitch has reached home plate.
- **Plays at the Plate** (Updated 2018). All plays at home plate will be a force out. Catcher must stand on the inside base and runner must touch the outside base, as he would if running to first. Runner will be called out if he touches inside base or initiates any contact with catcher.

There will be a point of no return line drawn on the path between third base and home plate. Once the runner crosses this line, he can not head back to third base or he will be called out.

- **Eligibility**
 1. Must be 16 years old to play. Can join midseason if turning 16 throughout the year.
 2. Must be Jewish or Married to a Jew or Members of a Synagogue/Temple
- **Liability Waivers** - Every player must have signed the Denver Jewish Softball waiver of liability form prior to playing even a single inning. Denver City and County also requires all players sign the waiver of liability prior to playing.
- **Courtesy Runner** - May have a courtesy runner after the batter gets on base, ONLY if runner is injured or otherwise incapable of running. Player who made the last out runs. No limit to amount of courtesy runners per inning.

AKA “Old or Injured Rule”

- **Foul Balls** - After reaching two strikes, the batter is allowed one additional foul ball. A second foul ball with two strikes is an automatic out.
- **Approved Bats** – Bats must have an NSA 2012 stamp on them to be eligible. Umpires have discretion over the punishment for using an illegal bat.

- **MERCY RULE** –
 1. 15 runs after 4 innings, 10 runs after 5 innings. Games must last at least 40 minutes.

NOTE: MERCY RULE DOES NOT APPLY DURING CHAMPIONSHIP GAMES.

- **Forfeits** - Teams must start with a minimum of seven players from their team roster and with a minimum of seven players on the field. Teams are allowed to pick up a maximum of 2 players for a maximum total of 9 players. If you do not have the requisite number of players by 5 minutes after the umpire calls for the start of the game, it is a forfeit. No further delays allowed beyond this five minute grace period.
- **Substitutes** Substitute players must be batted at the bottom of the lineup and are not allowed to play third base, shortstop, or left field. Substitutes must be designated before the game and shared with the umpire and opposing team manager during the pre-game conversation.

If both captains agree to forgo a forfeit despite not having the required minimum, the two teams can play an official game. There will be a maximum of nine players allowed from the original short-handed team.

- **Batting Order** – Must be consistent throughout the game. Any late arrivals should automatically be put at the bottom of the order. Changing the batting order for anything other than late arrivals or injuries will result in an automatic out for that team each time through the batting order.
- **Safety** - One on-deck batter allowed out of dugout. Fence must be kept closed at all times. On deck batter must clear all bats out of playing area, and keep them stacked against the inside of the fence. No bats will be permitted to rest on the

playing side of the fence. No spectators or children allowed on field at any point during game.

- **Jewelry** – The following will be permitted:
 - Wedding or other single ring bands with no stones
 - Chains/Necklaces kept inside the uniform
 - Non-metal wrist/ankle bands including “fitbits” or other exercise tracking equipment

Players will be asked to remove all other jewelry by the umpires or opposing captains and may not be ejected from a game without first being asked to remove item in question.

- **Injuries** – Any visible cuts require immediate treatment. Players can only re-enter the game once the cut has been treated and/or bandaged. Injured players who cannot continue in the game will NOT cause an out for the injured player’s team, provided they have at least seven players to continue the game. If they have less than seven players left, the game will become a forfeit.
- All other rules are according to the umpire's understanding of the NSA Rulebook

DENVER JEWISH SOFTBALL PLAYOFFS:

1. Playoff seeding is determined by the three following criteria. Criteria 2 and 3 are to be used only as necessary to break ties. Criteria 3 is the least likely to come into play.
 - a. **Win-Loss Record (Wins are worth 2 “tiebreaking” points, ties are worth 1).**
 - b. **Runs Allowed** - Lowest number of total runs allowed during 10 game regular season by team.
 - c. **Run Differential**
2. Players must have played at least 1/2 the season to be eligible for playoffs. Minor exceptions apply to team regulars who missed a particular portion of the season due to injury or travel.
3. If a playoff game is tied, teams will play extra innings until a winner is decided.
4. Mercy and time limit does not apply in championship game

