

2019 Twelve Step Recovery League Rules of Play

1. Batting:

- a. A minimum of 3 females needed to start the game.
- b. Teams may bat 11 players, including one EP, with a minimum of 3 females in the first 10 batting positions. All additional batting positions must alternate gender starting from the 11th batter.
- c. Teams must play with a minimum of 9 players: 3 female and 6 male.

2. Player Pick-Ups:

- a. A healthy player may not be benched in lieu of pick up player.
- b. A team may pick up 3 players in order to field 10 instead of 9.
- c. Players can all be of the same gender. They must be on a TSRL roster.
- d. A team may only pick-up players from one division above, their division or any division below them.
- e. When a team picks up two or more players they forfeit the runs that are to be spotted.
- f. If male, player must bat at the bottom of the line up. If female, must be in the batting order as last female batter.
- g. Prior to the game a Pick-up Player Form must be filled out and turned in to the acting Commissioner. In the absence of the Commissioner, the opposing coach may hold the pick up form until the Commissioner is available.
- h. In the event a team player arrives that player will be replaced and moved to the bottom of the line-up at any time during a game.
- i. A team may not pick up any single player more than twice in a 30 day period.
- j. In the event a female player is injured or ejected, and no pick up player is available a team may continue play with 2 females and 7 males with an out in the batting order. In the event of injury the female player is allowed to re-enter the game in her previous spot in the line up. (Rule does not apply to second game).

3. Ball Count:

The batter comes to the plate with a one ball, one strike count. If the batters third strike is a foul ball they are allowed to continue batting, "one to burn". The next foul ball is considered a strike and batter is called out.

4. Home Base:

- a. There is always a force out at home. A defensive player with the ball touches home plate for a force out, no matter how many runners are on base. In order to be called safe a runner must have any part of their body touching the ground on or past the line before a defensive player in possession of the ball touches home plate. If a runner runs through the batter's box or steps on home plate for any reason they are declared out.
- b. There is a commit line 2/3 of the way home from 3rd base. Once a runner crosses this line they must proceed home. If a runner re-crosses this line they are declared out and the ball remains live. Tagging a player is not permitted once they cross the line. They may be tagged out before crossing the commit line.

5. Halo:

Halo rule is in effect when a line drive ball hits the pitcher or passes through the 24" pitcher plate area. A line drive is a ball hit directly back at the pitcher in the air within the 24" width of the pitcher plate and within 2' above the pitchers head. The batter is automatically out and the ball is ruled dead. Play resumes with batter being called out and runners return to their bases. In the event of repeated halo rule calls it is at the umpire discretion to warn and/or eject players.

6. Home Runs:

All divisions are "3 + 1 up" rule. After progressive is met any ball hit over the fence will be a dead ball out.

7. Walk Off: (hit and sit)

When a HR is hit over the fence the batter and all runners may go directly to the dug out to speed up the game.

8. Equalizer:

- a. When a lower classified team plays an upper classified team the lower team has the option to take a 4 run spot for each level higher in classification (plus teams are only allowed a 2 run spot) OR be home team.
- b. If the equalizer rule does not apply home team will be decided by coin toss.
- c. If the lower classified team takes the runs spotted the higher classified team has the choice to take home or away.

9. Take Away:

No male may take away a routine play from a female in the outfield or at home plate. Defining of "routine play" is at umpire discretion. Effect: Dead ball is called and all runners advance one base.

10. Female Line:

- a. A 200' (imaginary and/ or marked) line will be placed in the outfield to eliminate encroachment by players in the outfield before a female batter strikes the ball.
- b. Encroachment penalty: Ball becomes dead and batter is declared safe and progresses to first base. Runners advance only if forced to do so.
- c. Infielders must remain on the infield until a female batter strikes the ball.

11. Tiebreaker:

- a. If teams are tied at the end of 7 innings and time allows an "international" tiebreaker inning may be played. (Last out of previous inning starts at 2nd base, teams continue regulation play).
- b. If the tiebreaker inning is not completed due to time limit the score reverts back to the last completed inning that did not end in a tie.

- c. No new inning may start after 65 minutes.
- d. In our tournaments after POD games if there is a tie game after 65 minutes and/or tied at the end of the 7th inning that we go to international tiebreaker for a winner. And not revert back to previous inning.

12. Game Start Time:

Game times are forfeit times except the first games of the day at Westmoreland where there will be a 15-minute grace period. Grace period does not affect playing time.

13. Intentional/Unintentional Walk:

When a male batter followed by a female batter walks, he is awarded second base and may go directly to second base with out touching first base and the female has choice of walking or batting if there are two outs. One or no outs the female batter must hit.

14. Courtesy Runner:

Courtesy runner must be used at the completion of the at bat play for the person the courtesy is being used for (one runner per gender). That person may have courtesy runner repeated throughout the inning if they should return to at bat. Umpire discretion may be used in the event of injuries after play has resumed.

15. Pitcher/Catcher:

- a. There are no restrictions to gender combination between pitcher/catcher.
- b. The pitching rubber will be 50' from home plate and there is a floating mound. The floating mound allows the pitcher to pitch from no further than 6 feet behind the rubber with one foot within the width of the rubber. Juking or pump faking will not be allowed and if it happens the umpire shall call a no pitch. The pitch must have an arc that is not lower than 5' from the ground and not more than 10' from the ground at highest peak.

16. Legal Bats:

For a bat to be legal in TSRL it needs to have USSSA Thumbprint stamp and be tested and have a 2018 TSRL sticker given at testing time. If bat stickers are tampered with the bat will be considered illegal and confiscate. Bat will be placed with TSRL board for further testing.

17. Flip Flop:

The Flip-Flop rule will be in effect after all POD games. RULE: If the home team is losing by the run rule or more runs at the end of any inning after the 2nd, the home team will remain in the dugout (the visiting team will remain on the field). All base runners, if any, will be removed from the bases and the team will bat again as the visiting team in the top of the 3rd inning. If they score enough runs to remove the run

rule, the game will continue with the new home team (previously visiting team) now at bat. If the new home team scores enough runs to once again bring a run rule, the game will be over. If they do not, the game will continue until a run rule occurs or the game ends. The flip-flop rule can be used only once per game.

Run Rule: Game will end if any team is up by 20 after 3, 15 after 4 or 10 after 5 completed innings. Only exception would be if equalizer is in place and if so it will be the run rule plus the equalizer after 5 innings.

18. Turn out or Get out of the Way:

For all players safety; both base runners and fielders must make A VISIBLE ATTEMPT to avoid contact with other players. Failure to do so will result in base runners being called safe / or out (depending on the offender) and possible umpire discipline.

19. Ejection Rule:

Any player ejected for any reason will sit the next game, not allowed in the dugout for the remainder of current game and next game. Ejected player subject to expulsion from grounds and/or divisional/association tournaments upon committee review.