

Adult Softball Regional Softball League King Field Rules 2020

All King Field Rules stated below are the updated rules. Any previous version of the King Field Rules shall no longer be applicable. All Regional League Rules that are not specifically addressed below shall be enforced. All rules that are not specified by the King Field Rules or the Regional League Rules shall be covered by USA Softball Rules.

Home-Run Rules

3 Home-Runs over the 4-foot temporary mesh fence shall be allowed per team, per game. Whether the ball carries over the permanent fence in left field or left center field does not matter as they both shall count as one “Over the fence” Home-Run.

Any batted ball that hits the tree on the fly on the other side of the temporary mesh fence shall count as an “Over the fence” Home-Run no matter where the ball lands.

Any batted ball that hits a tree in Left Center or Center Field where there is no temporary fence located directly in front of the left center field permanent fence or directly in front of a tree shall be ruled a live ball unless it lands over the fence in which case it shall be ruled an “Over the Fence” Home-Run.

If any batted ball goes beyond the coned area that is marked off from right field to deep center field prior to making any contact with a fielder this shall be ruled a triple. If a fielder touches a ball prior to it going beyond the coned section the umpire shall award a dead-ball “4 base award” that does not count as an “Over the fence” Home-Run.

No individual player shall be allowed to hit more than one “Over the fence” home run per game.

The second Home-Run in the same game that is hit over the temporary or permanent fence by any individual that has already hit one “Over the fence home-run” shall be ruled an out.

Every “Over the fence” (temporary or permanent) Home-Run after the 3rd Home-Run shall be called an out.

Any ball that first makes contact with a fielder and lands over the fence without touching the ground in fair territory shall be ruled a “4-base award” and shall not count as an “Over the fence” Home-Run.

Any ball that rolls under the fence, or gets caught in the mesh netting, shall be ruled a ground rule double. All runners shall be forced up to the next unoccupied base (they do not necessarily receive 2 bases). In this scenario the outfielder must put both hands in the air and the umpire shall call a “dead ball” prior to making

their way out to the assess the situation. If the outfielder does not throw their hands in the air then the ball shall remain live. If the umpire assesses that the ball was not stuck or did not roll under the fence after calling a “Dead-ball” predicated by the outfielder throwing both hands in the air they shall award the batter a “4-base award” and all runners shall score.

If the umpire determines that the outfielder is making a mockery of this rule and is throwing their hands in the air frivolously, the umpire shall eject the player. A warning may be given if the umpire feels as though the player was confused or if the umpire isn’t completely convinced that the player is making a mockery of the rule.

If the temporary fence falls over for any reason outside the players control (i.e. wind, fence not secured properly, etc.) and a batted ball makes contact with the fence or rolls through the gap where the fence originally was located then the umpire shall call a “dead ball” and award the batter-runner the bases they judge the batter-runner would have safely made it to had the fence not fallen over. All other runners

shall be awarded additional bases which the umpire judges that they would have safely made it to had the fence not been knocked over.

If a fielder makes an attempt but fails to catch a batted ball on the fly and knocks the temporary fence over a “Dead-ball” shall be called and the umpire shall award a triple to the batter and all other runners shall score. If the umpire feels the ball would have carried over the fence if it wasn’t knocked over and the fielder did not legally catch the ball a “4 base award” shall be ruled. If the umpire feels the defender purposely knocked over the fence and did not have any chance to catch the ball they shall give a warning or eject the player if they determine it was an unquestionable unsportsmanlike action.

If a defensive player catches a batted ball and then proceeds to land or make contact on the other side of the temporary mesh fence then the umpire shall call a “Catch and carry.” This is a “Dead-ball” situation and all runners shall advance one base. The batter is out in this scenario.

If a fielder makes contact with the ground beyond the mesh fence, prior to catching a batted ball, a home-run shall be awarded to the offensive team. This home-run shall count against the 3 home-run maximum.

Foul Ball Rule

Any batted ball that flies over the 3B fence metal fence or the left field metal fence shall be ruled an out. If the foul ball bounces or makes contact with a fielder prior to going over the fence this shall be ruled a foul ball.

Any batted ball that hits a tree in foul territory but carries over the fence on the fly shall be ruled an out.

Ground Rule Triples

Any batted ball that lands or rolls into the soccer field that runs north to south on the east side of King Field shall be ruled a dead-ball triple. This area shall be marked off with cones.

If a fielder catches a ball before the cones but then makes contact beyond the cones (with any body part) while in possession of the ball this shall result in a dead-ball “Catch and carry.” The batter is out and any runner(s) on base shall be awarded the next base. If a runner occupied 3rd base and a dead ball “Catch and carry” is called, the runner must legally touch home (Men’s leagues) or the home plate equivalent (Coed Leagues).

Dead Ball Situations

If a runner does not properly touch home plate or the Coed extension plate and returns to the dugout they shall be called out and the run will not count. This call shall result in a “dead-ball” situation and all runners must return to the last base occupied.

If any offensive player or coach touches a runner before they legally touch home-plate, or the coed extension plate, after a dead ball “Catch and carry” or during a “Live-ball” situation, the umpire shall call the runner out. If this call was made during a “live ball”

situation it becomes a “dead-ball” situation and all runners must return to the last base occupied.

For any other “Dead-ball” situations not covered in the King Field Rules the umpires shall refer to the USA Softball Rule-Book.

Dislodged Base Rule

If a base is dislodged on accident the players must use the painted base located underneath the drop-down base if the dislodged base is not hovering over any part of the painted base. If the dislodged base is hovering over any portion of the painted base the offense and defense may use the painted portion or the drop-down base for the remainder of the play.

If the umpire feels that a player purposely dislodged the base then he or she may eject the player.

King Coed Commit Line Rules

The yellow hash mark in foul territory near third base shall be utilized as the commit-line. If a runner physically makes contact with the line or any area beyond the line (or where the umpire determines the line would be if it were extended in either direction) shall result in a force play home plate. The runner who made contact past the hash mark with their feet or any other body part must complete the play by trying to touch the drop-down home plate located in foul territory prior to any fielder securing the ball and making contact with the actual home plate. Runners may return to 3b to tag up but the force is on no matter what if the umpire determines the runner made physical contact with or past the commit line or where the umpire determines the line would be if it were extended in either direction.

There will not be a commit line that extends past home plate. There shall be a drop-down home plate placed in foul territory outside the brown batter's circle. This drop-down home-plate shall be located

exactly parallel to the actual home-plate in foul territory. If the umpire has determined that the force is on the runner must touch the drop-down home plate prior to a fielder securing the live ball while making contact with the actual home plate. If a fielder has possession of the ball prior to the runner (who has been determined to have made contact with the commit line or the area where the commit line would be if it were extended in either direction) touching the drop-down home plate then an out shall be called. If the runner touches the drop down home-plate prior to a fielder in possession of the ball making contact with the actual home-plate then the umpire shall call the runner safe.

Any runner that makes contact with the actual home plate or the brown batter's circle shall be called out. This shall result in a "Dead ball" situation and all other runners must return to the last base occupied. This rule shall be strictly enforced, and the only exception allowed is if the runner is forced to make contact with the batter's circle or actual home plate for safety reasons (i.e. avoiding contact with a player or getting out of the way of an errant throw).

No sliding at home plate is allowed unless it is for safety reasons.

Any rule not specified above shall result in the umpire deferring to the Regional League Rules and if the Regional League rules do not apply then the umpire shall defer to the USA Adult Softball Rules.

The umpire has full authority to make any decision on a Field Rule that is not specifically addressed in the King Field Rules or Regional League Rules.