

Summer League II Specific Rules Weekday 2024 (rev.8/1/2024)

1. No tie breakers permitted. The clock will NOT be used. All games 7 innings.
2. Each Manager is allowed two challenges or an “ask” for help” per game. (Please note: This does not include appeals, such as missing a base or leaving early on a fly ball/tag up situation because umpires do not call these proactively and a manager must make an appeal to the umpiring team.)
3. Courtesy Runners:
 - a. In Senior Slow-Pitch Softball, courtesy runners may be used at the request of a player, at any base. Managers or other players should never instruct a player to get a courtesy runner. Managers and players that violate this rule may be subject to unsportsmanlike penalties under the Club Code Of Conduct.
 - b. Club rule: Players may act as a courtesy runner only once per inning and three times per game. **Summer League eliminates three time maximum.**
 - c. A runner on any base whose turn it is to bat, may have a substitute runner WITHOUT an out being declared.
 - d. Senior Softball Rule: courtesy runner is out if runner touches the bag and has already been a courtesy runner in the inning. No pitch need be made. There is no club rule.
4. The four-run rule (for half inning) will apply except for the last inning which will be unlimited.
5. All teams will field 11 players with positions designated as follows; 1 pitcher, 1 catcher, 5 infielders, 4 outfielders. All players bat. No more than five infielders are allowed on the infield dirt, prior to a ball being hit. An infielder has the option of positioning on the outfield grass, anytime during an at bat.
6. After a batted ball, if there is a play on a runner going to first base, the runner must touch some portion of the orange base extending into foul territory. The runner will be called out if they fail to do so. If the runner is avoiding a collision, then the runner may touch any portion of the white or orange bases. This is an umpire judgment call and not subject to appeal.
7. Team managers will get their own subs from the sub list.
 - a. Managers should attempt to go up or down .1 on rating if no sub with exact rating is available, If the manager is unsuccessful in securing a sub from the sublist, the manager should attempt to get a sub from the regular player list going up or down .1 on rating if no sub with exact rating is available. Example: Manager needs to find a sub for a 3.5 player. Manager should go to the sub list first and look for a 3.5 sub. If no 3.5 is available, the manager may select a 3.6. If no 3.6 is available, the manager may select a 3.4 sub from the sub list. If no sub list player is available 3.4-3.6, the manager may use a player from the regular player list following the same orderly approach. FAQ: Can the manager ask a 3.7 to sub for a 3.5? YES; can a manager ask a 3.3 to sub? NO.
 - b. If a sub pitcher is required, managers should attempt to secure a sub pitcher closest in rating to the missing player, In this case, if multiple players are needed, the Manager should attempt to get subs in a way that does not result in an improvement in overall ratings.
 - c. All substitutions require a comment in the Sub Tracker Sheet and Commissioner approval and entry. If managers need any assistance in getting a sub they should contact a Commissioner.
8. Substitute
 - a. If there is a cancellation at game time and a player of .1 +/- cannot be found a commissioner can give permission for the manager to play with 10 players.
 - b. The manager of the opposite team shall be advised by the Commissioner of a late player substitute or the team playing with 10 players prior to the start of the game.
 - c. Players on the active roster and/or on the sub list may only play a maximum of 3 games a week per league. All players are limited to substituting for the same team 4 times a season.
 - d. Managers shall keep track of the subs used on their respective team in conjunction with the Commissioners keeping track.
9. In the event of minor non-head injuries, when a player feels capable of continuing to play, they may stay in the game or return to the game within one inning. A board member, commissioner, or umpire has the authority to overrule a player's decision should they determine the player is not safely capable of playing or able to protect him/herself from further injury.
10. In accordance with Club Rules for mixed leagues, the pitching screen is MANDATORY. A pitched ball hitting the screen is a BALL, A hit ball is a DEAD BALL if the batter has two strikes or a STRIKE if the batter only has one strike.
11. There will be 1 Intentional Walk allowed per Team per game. Any additional blatant Intentional walks (pitches not even close to the plate): first occurrence will be a warning; second occurrence will be subject to disciplinary action.