

I. ROSTERS/SUBS

1. Old Testament League (Upper Division) consists of previously formed teams or drafted teams with experienced players.
2. New Testament League (Lower Division) consists of primarily drafted teams with a mix of experienced and inexperienced players.
3. Teams consist of a minimum of 12 players and a maximum of 20 players.
 - a. Players can register as individuals at \$60; or a team registration consists of 12 players at \$720. A team can register up to 20 players, adding an additional \$10 for players 13 through 20 to its team fee to cover additional shirts.
 - b. ALL PLAYERS ARE REQUIRED TO WEAR A FIRST FRIENDS SPORTS ISSUED T-SHIRT IN ORDER TO TAKE THE FIELD. ALL PLAYERS, SUBS AND REGULAR PLAYERS, MUST WEAR A SHIRT WITH A NUMBER ON IT.
4. Substitutes
 - a. Old Testament roster players are not permitted to substitute in the New Testament Division. New Testament roster players may substitute in the Old Testament Division up to a maximum of 6 games.
 - b. New Testament teams may substitute non-roster players, but they are only permitted to catch, play second base or right-field.
 - c. Non roster substitute players are only permitted to substitute in 6 games max (Old Testament/ New Testament)
5. Playoff Rosters
 - a. Both divisions will have a maximum of 20 players on a roster.
 - b. Only players that have played in a minimum of 4 regular season games may be on the playoff roster.
 - i. No substitutes are permitted in the playoffs.

II. DEVOTIONALS

1. Home team is responsible for providing the 5-10 minute devotional.
2. Held immediately after the game.
3. All players are required to attend. A player not attending a devotional will not be eligible to play in the next game.

III. START OF GAME

1. The home team occupies the first base bench.
2. A legal line-up consists of 9 players in the field.
 - a. A team can start a game with a minimum of 9 players.
 - i. In the event that a team chooses to start with 9 players, that team must create a vacant position listed last in the batting order. If the substitute arrives, they must be inserted into the vacant spot at the bottom of the batting order (does not matter what inning the substitute arrives).
3. Lineup cards are to be completed and submitted to the official scorekeeper (home team) and umpire at the start of each game.
 - a. The lineup card shall contain the first and last name, defensive position and uniform number of each player.

- b. All available substitutes should be listed as well. Eligible roster members may be added to the available substitute list at any time during the game.
4. The Game will start at scheduled start time.
 - a. There is a 10-minute grace period for teams to produce a minimum of 9 players to start a game. After 10 minutes has elapsed, and a team has not reached the 9-player minimum, the umpire declares a forfeit.
 - b. If the game is a doubleheader, an additional 20 minutes will be allowed to obtain the required 9-player minimum to play the second game. After the additional 20 minutes has elapsed and a team has not reached the 9-player minimum, the umpire declares a forfeit of the second game.
5. Before the start of play, umpires will check all bats and only A.S.A./U.S.A. certified bats will be permitted.
 - a. Any player discovered to be using an altered or non-approved bat will be disciplined as a Level Two Offense, be declared out, ejected from the current game, and suspended from the next three games.
6. Allow no more than 1 minute between innings.
 - a. • Allow no more than 5 minutes between games. Give yourself a few minutes to sit between games.
 - b. • Umpires will not entertain protests regarding balls and strikes or safe and out calls. It is your responsibility to convey this to the coaches before the game.
7. Inclement weather during the game – it is the umpire's decision to continue or cancel the game.

IV. GAME DETAILS

1. Game consists of 7 innings; official game is 4 innings (3 ½ if home team leads).
2. There will be no more than 1 minutes between innings.
3. No more than 5 minutes between games of a doubleheader.
4. Mercy rule: if team is ahead by 20 after 3 innings, 15 after 4 innings, 10 after 5 innings, the game is complete.
5. A game may end in a tie due to darkness, weather or extended length. Such games will not be completed.
6. Each team will designate one coach that will be permitted to address the umpire during the game regarding rule interpretation only. Judgment calls should not be argued. Violators are subject to ejection.

V. RULES & REGULATIONS

1. 3 warm-up pitches will be allowed before the game and 1 warm-up pitch between innings.
2. Batter begins with a 1 ball - 1 strike count.
3. The runner must use the inside bag (orange) bag. If he does not then it is a live ball appeal and must be made by the defense before the runner returns to 1st base. The 1st baseman must use the white bag. If the first baseman jumps and lands on the orange bag, the runner is then allowed to use the white base.
4. Pitching Arch must be higher than 6 feet and no higher than 10 feet. Everything else will be illegal.

5. Strike Zone is between the batter's back shoulder and front knee as if he were standing at the plate.
6. When the ball goes out of play, the runner(s) is/are awarded two bases from the point of the throw.
7. Infield Fly Rule is in effect with runners on: 1) first-base and second-base; or 2) with bases loaded with one out or less. A fair fly ball which can be caught by an infielder or catcher with ordinary effort.
8. Sliding/plays on the bags: A runner going from base-to-base has the following three options when a play is being made on them: 1) run to the bag without interfering with the play; 2) slide into the base; 3) give themselves up (move out of the base line). Contact that is made with the defensive player will be viewed as interference. This type of interference results in only one out.
9. Sliding at home plate: The runner going into home must minimize contact when a play can be made at the plate. Catchers are NOT permitted to block the plate without the ball. The runner does NOT have to slide and can attempt to go around the tag as long as he stays within the baseline. The umpire must use discretion of the circumstances and may call obstruction on the catcher.
10. A batter will be called out if his entire foot steps out of the batter's box while swinging.
11. If a batter throws his bat, or displays unsportsmanlike conduct, the umpire has the discretion to either warn him and his manager first or call him out.

VI. HOME RUN LIMIT

1. A team can only hit a maximum of 4 home runs per game. Any balls over the fence after the limit has been reached is an automatic out.

VII. COURTESY RUNNER

1. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per half inning.
2. A courtesy runner is in the game when reported to the umpire and must complete running duties without substitution.
3. A courtesy runner whose turn at bat comes while on the base will be called out.
4. A player may only be a courtesy runner once per inning.

VIII. PERMANENT SUBSTITUTE RUNNER

1. A permanent substitute runner may be used if announced to the umpire prior to the start of the game and will be a player farthest away in the batting order.

IX. DISCIPLINARY ACTION

1. Disciplinary Action will be determined by the umpire. Umpires will determine the level of the initial offense based on the severity of the offense. Subsequent offenses by the same player will automatically advance to the next level.

Level One: Ejected from the game (called by the umpire)

Level Two: Ejected from the game and 3-game suspension (called by umpire) & reported to FFC staff.

Level Three: Ejected from the game (called by umpire) & reported to FFC staff. Disciplinary hearing with length of suspension/and or expulsion to be determined by the League Director, First Friends Church Sports Ministry staff and a representative of the Umpire's Association.

X. SPECIAL RULES FOR FIELD #3 *(Since there is no fence)*

1. A home run will be any ball that clears the hill on the fly.
2. A ground rule double will be any ball that rolls up the hill and goes over, or hits the hill and goes over and is no longer visible.
3. The ball remains in play if it hits the hill, rolls up the hill, or lands on top and REMAINS VISIBLE.

XI. SHED *(Left field foul line goes through the shed, making part of the shed in fair territory)*

1. A ball hitting the shed in fair territory will remain live and in play.
2. A ball hitting the shed in foul territory will be ruled a foul ball and play is dead.
3. A ball getting lodged under the shed in fair territory will result in a ground rule double.

****Any rules not covered above will be governed by standard A.S.A. Official Rules of Softball.**