

KRA 14" Softball Rules

1. No carry-ins
 - a. No outside beverages or food are allowed in the park other than water.
 - i. If a team is found to have brought any items into the park they will be warned and asked to bring the items back to their vehicle. On a second infraction the team will forfeit the game
 - ii. If a fan is found to have brought any items into the park that fan will be asked to leave the playing/spectating area
2. Official Diamond
 - a. Shall have 60 foot baselines and a pitching distance of 46'
3. Strike
 - a. Any legally pitched ball in the strike zone that lands on the surface of home plate, including the edge, and/or the mat will be called a strike
4. Legal Delivery
 - a. A legal delivery shall be a ball which is delivered to the batter with an underhand motion
 - i. The pitcher, in taking his stance, must have both feet on the pitching rubber
 - ii. The hand shall be below the hip
 - iii. The ball must be delivered with perceptible arc, and reach a height of at least 6 feet from the ground
5. Batter's Box
 - a. Batter must start without any part of the foot outside of the line. The batter will be given the lines of the batter's box which will be 3' x 7' inside measurement. The batter shall not have his entire foot outside the lines of the batter's box, OR any part of his foot touching home plate when he hits the pitched ball.
 - i. Effect: The ball is dead, the batter is out, and base runners may NOT advance
6. Slide or veer out of the line of play
 - a. When a base runner going into any base (2nd, 3rd, or home plate) knows that they are out at a considerable distance, OR the play could be close, it is the base runner's responsibility to SLIDE INTO THE BASE OR VEER OUT OF THE LINE OF PLAY. This is to prevent injury and/or interference.
 - i. If the runner does not slide or veer out of the way and contact is made with the defensive player, the ball is dead, the runner is out, and runners may not advance.
 - ii. Double Play. If this interference, at the judgement of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

7. No barreling into the catcher
 - a. If a runner is trying to score and intentionally barrels into the catcher, he will be called out. In the same token, the catcher may not block the plate unless he has the ball in his possession.
8. Fair hit ball hits baserunner
 - a. A base runner is struck with a fair batted ball, in fair territory, while off base, and before it passes an infielder.
 - i. The ball is dead and the base runner is out. Other base runners must return to the last base legally touched at the time of, or before the illegal action. If a fair hit ball touches the person or clothing of an umpire before being touched or passing a defensive player, the ball is dead and the batter is given first base. (Exception- When the umpire is in foul territory)
9. Any intentional act to distract
 - a. Any intentional act to distract the batter by any player will be handled as follows
 - i. First offence: player warned
 - ii. Second offence: player removed from the game
 - b. In each case the ball is dead and not in play
10. To make an appeal/call time
 - a. Following a dead ball **the pitcher** must stand within the 8 foot radius with the **ball**. The umpire shall recognize the pitcher when he has the ball by verbally calling "time". The pitcher will announce the appeal. The ball does not have to leave the 8 foot radius and the runners can not leave their bases. The ball remains dead.
11. Regulation Games
 - a. A regulation game shall consist of seven innings
 - i. Any team leading by 10 runs after 6 complete innings. Any team leading by 15 runs after 5 complete innings.
 - ii. Time limit: 50 minutes
 1. A new inning will not be started after the 50-minute mark. Any inning currently in play will be completed as the last inning. 5 full innings will be required to be considered a complete game.
 - a. Exception: the game is tied. The game will continue until there is a winner, no ties.
 - b. If the game reaches the 8th inning and is still tied, each team will begin their half inning with the last batter out starting on 2nd base
12. Play-off games
 - a. No time limit will be enforced

13. Protests

- a. A protest must be presented to the League Director before the teams next regularly scheduled league game. The league committee will have the final say.
- b. \$50 fee for the protest to be considered by the committee.

14. Rainouts

- a. In the event of rainouts all games in process will start over. Any game with 5 completed innings will be determined as an official game.

15. Courtesy Runners

- a. During a game the opposing team manager may permit the other team to use a courtesy runner. The courtesy runner will be the last person out.
 - i. You are allowed 1 courtesy runner, per inning. (Exception: same batter reaches base multiple times in the same inning, a runner can be used for the person each time. Exception: team has already used a courtesy runner and a different player is injured during running, requiring a courtesy runner)
 - ii. If the batter reaches second or third base off of their batted ball, the opposing team can decline the request for a courtesy runner (Exception: injury to the runner during the play requiring a courtesy runner)

16. Official Shoes

- a. A shoe shall be considered official if its soles are either smooth or are of a soft OR hard rubber (No metal/metal tipped cleats allowed)

17. Equipment on the field

- a. All equipment must be removed from the field. This includes gloves that are placed on the top of the fences or on the ground.

18. Runner Scores

- a. After the runner scored, he should get off the playing area as soon as possible to avoid interference. The on-deck batter should direct the other base runners at the plate

19. Play with only one team

- a. Once a player plays with a team in KRA leagues, he may not play with a different team in the same year. (Example: If a player plays on a division 1 team, they cannot play on a division 2 team as well. If the player is a sub they are only allowed to sub for one team)

20. Suspension of play (Time Outs)

- a. The umpire shall not suspend play at the request of players, coaches, or managers until all action in progress by either team has been completed and the ball is in the possession of a player who is in the infield. When a baserunner is legitimately off his base as the result of a batter completing his turn at bat, and while the pitcher has the ball in his possession within an 8-foot radius of the pitcher's rubber, the base runner must immediately attempt to advance to the next base or return to his base.

21. Flagrant misconduct

- a. Any flagrant misconduct directed toward an umpire, either during or immediately following a league game, by a player, coach, or manager will eliminate the person from any further participation in the League, after League Director reviews the incident. The League Director will meet with the umpires involved to determine if the action was of flagrant nature or not, and to either uphold the suspension or not. If the suspension is upheld the decision of the group will be final.

22. No rule changes

- a. Once the first league game has started there will be no league rule changes

23. Minimum number of players to start a game

- a. A team must have a minimum of 8 players to start a game

24. Player considered in a game

- a. Once a player is on a team's batting roster and the team is up to bat, OR the player is in a defensive position in the field, that player is considered in the game once the first ball is delivered to start the game.

25. No Cigarettes

- a. No cigarettes/cigars/vaping devices allowed on the playing field

26. One plus one rule

- a. On over-thrown balls into an out-of-play area the base runners will be given the base he is going to at the time of the over-throw, plus one more base

27. 3 balls/2 strikes

- a. The second strike will be: a swinging strike, a called strike, a foul ball

28. Pitches between innings

- a. A pitcher is allowed a maximum of 3 pitches between innings

29. Foul ball caught

- a. Foul ball is caught, runners are entitled to advance with liability to be put out when any legally caught fly call is first touched
 - i. Foul ball to the catcher does not need to go above the batter's head

30. Baserunner leaves base

- a. Base runner leaves base while the batter swings at and misses the pitched ball
 - i. Automatic dead ball, runner out, batter will assume the results of the pitch
- b. Base runner tries to advance before the ball is contacted
 - i. Dead ball as soon as the runner leaves the base. Runner is out. No pitch recorded.

31. International Joint Committee on Softball

- a. All rules not specified in this rule supplement will be covered by the 2005 Official Softball Rules as adopted by the Amateur Softball Association of America (ASA)

32. Intentionally delaying the completion of a game

- a. If in the opinion of the umpires a team or players are intentionally delaying the outcome of a game (changing pitchers while way ahead to let them try to pitch, intentionally dropping fly balls) the team will receive one warning, and if the incidents occur again then the violating team will forfeit the game.

33. Foul Language

- a. Excessive use of foul language will result in ejection

34. Ejections

- a. A player receiving 2 ejections during the season will be banned for the remainder of the season and the following season.

35. Harassment Prohibited

- a. Any harassment of KRA volunteers will not be tolerated. Any verbal abuse of the volunteers will result in a team forfeit and ejection for the person or persons responsible. KRA volunteer bartenders are required to check ID's for alcohol sale.
No ID = No Service

36. Bats

- a. All ASA approved bats will be allowed. These bats should have an ASA stamp on them. Any questions or issues with a bat can be directed towards the League Director.

Updated 03/11/2020