

KRA 14" SOFTBALL Rules

1. OFFICIAL DIAMOND

Shall have 60 foot baselines and a pitching distance of 46'.

2. BUNT LINE

The "three foot" line is drawn parallel three feet away from the baseline, starting at a point halfway between home plate and first base. If a batter-base runner is outside the three foot line (last half of the distance from home base to first base) while the ball is being fielded or thrown to first base, and in the judgment of the umpire, interferes with the play.

EFFECT: The ball is dead and the batter-base runner is out. The batter-base runner may run outside the "three foot line" to avoid a fielder attempting to field a batted ball.

3. STRIKE

Any legally pitched ball in the strike zone that lands on the surface of home plate and/or the mat will be called a strike. (Note: Only the white of home plate is implied here, not the black beveled edge.)

4. LEGAL DELIVERY

A legal delivery shall be a ball which is delivered to the batter with an underhand motion.

- The pitcher, in taking his stance, must have both feet on the pitching rubber.
- The hand shall be below the hip.
- The ball must be delivered with perceptible arc, and reach a height of at least 6 feet from the ground.

5. LINES OF THE BATTER'S BOX

Batter must start without any part of foot outside of 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.

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

When a base runner going into any base (2nd, 3rd or home plate) knows that:

- He is out a considerable distance, OR
- The play could be close

It is the base runners responsibility to SLIDE INTO THE BASE OR VEER OUT OF THE LINE OF PLAY to prevent injury, and/or interference.

EFFECT: If the base runner does none of the above and contact is made with the defensive player, THE BALL IS DEAD AND RUNNERS MAY NOT ADVANCE. (Contact is the key determining interference.)

DOUBLE PLAY: If this interference, in the judgment 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 CATCHER

If a runner is trying to score and intentionally barrels into the catcher, he will be called out; he must come in sliding. In the same token, the catcher may not block home plate unless he has the ball in his possession.

8. FAIR HIT BALL HITS BASERUNNER

A base runner is struck with a fair batted ball, in fair territory while off base and before it passes an infielder.

EFFECT: 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

Any intentional act to distract the batter by any player will be handled as follows:

- First Offense - Player Warned
- Second Offense - Player removed from game

In each case, the ball is dead and not in play.

10. TO MAKE AN APPEAL

Base runners may leave their plate on appeal plays when the ball leaves the 8 foot radius around the pitcher's plate, when the ball leaves the pitcher's possession, or when the pitcher makes a throwing motion, indicating a play or fake throw.

To make an appeal 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, and 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 regulation game shall consist of seven innings.

EXCEPTION: "Ten Run Rule" anytime after 5 innings.

EXCEPTION: "Fifteen Run Rule" anytime after 3 innings.

12. PROTESTS

Protests must be presented to the League Director before the teams next regularly scheduled League Game. The tournament committee will have the final say.

13. RAIN OUTS

In the event of rain outs, all games in process will start over. Any game with 5 completed innings will be determined as an official game.

14. COURTESY RUNNERS

During a game, the opposing team manager may permit the other team to use a courtesy runner for any batter reaching first base, but not beyond, unless the batter is injured during the play. In all cases, the courtesy runner will be the last player to make an out.

15. OFFICIAL SHOES

A shoe shall be considered official if its soles are either smooth or are of a soft OR hard rubber cleats.

(Note: No metal cleats are allowed.)

16. EQUIPMENT ON THE FIELD

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

17. RUNNER SCORES

After the runner scores, he should get off the playing area as soon as possible to avoid interference. The ON-DECK-BATTER, who has full view of play, should direct the other base runners at the plate.

18. PLAY WITH ONLY ONE TEAM

Once a player plays with a team in KRA Leagues, he may not play with a different team in the same year without KRA Approval.

19. SUSPENSION OF PLAY (TIME OUTS)

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 OF 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 pitchers rubber, the base runner must immediately attempt to advance to the next base or return to his base.

20. FLAGRANT MISCONDUCT

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.

21. NO RULE CHANGES

Once the first League game has started, there will be no league rule changes.

22. MINIMUM NUMBER OF PLAYERS TO START

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

23. PLAYER CONSIDERED IN A GAME

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.

24. NO ALCOHOLIC BEVERAGES

No alcoholic beverages will be allowed on the player's bench while a league game is being played. In the interest of softball, and for the safety of its league participants, players should refrain from drinking alcoholic beverages while their team is playing.

25. CIGARETTES

No cigarettes allowed on the playing field.

26. ONE-PLUS-ONE RULE

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

27. BALLS/ 2 STRIKES

Will play 3 balls/ 2 strikes - with the second ball being either:

- a swinging strike
- a called strike
- a foul ball

EFFECT: The batter is declared out.

28. PITCHES BETWEEN INNINGS

A pitcher is allowed a maximum of 3 pitches between innings

29. FOUL BALL CAUGHT

Foul ball is caught; runners are entitled to advance with liability to be put out when any legally caught fly ball is first touched.

EXCEPTION: When the foul ball is the second strike on the batter.

EFFECT: The batter is automatically out, the ball is dead, and the runners may not advance.

30. BASERUNNER LEAVES BASE

Base runner leaves base while the batter swings at and misses the pitched ball.

EFFECT: Automatic dead ball, runner out, batter will assume the results of the pitch. Runner tries to advance before the ball is hit and he leaves the base.

EFFECT: The base runner is out and the ball is dead. (Note: Any non-batted ball is considered dead when the pitched ball makes contact with the ground or is in the catcher's possession.

31. PLAYER ELGIBILITY

Player eligibility is based on KRA Membership Rules

32. INTERNATIONAL JOINT COMMITTEE ON SOFTBALL

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).

33. INTENTIONALLY DELAYING THE COMPLETION OF A GAME

If, in the opinion of the umpires, a team or players are intentionally delaying the outcome of a game: i.e. changing pitchers (team way ahead and bring in someone to try and pitch) or intentionally dropping fly balls - they will receive one (1) warning, and if the incidents occur again, then the violating team will forfeit the game.

34. FOUL LANGUAGE PROHIBITED

Excessive use of foul language will result in an ejection

35. EJECTIONS

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

36. HARRASSMENT PROHIBITED

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 sales. **NO ID – NO Service.**