

Summer League Specific Rules Weekday 2025

1. No tie breakers permitted. The clock will NOT be used. All games 7 innings.
2. In the event neither Summer League game is completed due to weather before being considered a complete game (4 1/2 innings), no W-L-T will be recorded. If one game is completed and the other game is not, will result in a “tie” for two teams whose game was not completed resulting in 1 point for each team.
3. 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.)
4. We are going to use the Senior Softball sub running rule. A player can sub run once per inning. A runner on any base whose turn it is to bat, may have a substitute runner WITHOUT an out being declared.
5. Three Home Runs per team per game, After that they will be considered walks.
6. The four-run rule (for half inning) will apply except for the last inning which will be unlimited.
7. 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.
8. 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.
9. A Sub Czar will get the subs on behalf of the managers:.
 - a. The Czar will call players on the sub list first. They can be used 4 times per team. If a player from the sub list is unavailable, the Czar may use a rostered player as a sub. They can only be used 2 times per team.
 - b. We are using an A, B, C etc. classification for subs (not the one tenth system)

- c. The Czar will track sub usage. Managers shall keep track of the subs used on their respective team in conjunction.
- d. Maximum of 5 subs can be used per game. (Because of tournament play and the early departing of players heading home, the commissioner and/or assistant commissioner may make an exception to this rule).

10. If there is a cancellation at game time and a player in the same classification cannot be found, a replacement in another classification may be assigned by the Commissioner. A player going in mid game for an injured player does not count as a substitute. The manager of the opposite team shall be advised by the Commissioner of a late player substitute.

11. 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.

12. Pitching:

- a. The pitching screen is MANDATORY for Blue League or White League pitchers. The screen is OPTIONAL for Red League Pitchers or players of a classification of A-C.
- b. 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,
- c. It is the commissioners desire that managers don't overuse the intentional walk. Two strategic walks will be allowed in a game.