

GENERAL GROUND RULES  
COMMUNITY CENTER DIAMONDS  
Not all covered in League Rules

1. All overthrows that stay within the dead ball fence area will be playable. All overthrows outside of dead ball fence area will be according to ASA rules. When using Diamond #1, a ball hit into the wooded area is considered in play. Any ball contacting the trees on Diamond #2 will be a dead ball.
2. Dead ball area will be the line from the end of fence extended straight out.
3. If for some reason there is no umpire present at the start of game, the two teams must agree to a temporary substitute and begin play. Those games will not be rescheduled and will count in standings. No protests accepted when using substitute umpire selected by teams.
4. Metal cleated/spiked shoes will not be allowed. If discovered, they must be removed from player's shoes or player will be ruled ineligible for participation. Uniforms or hats are not required in any league.
5. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. NOTE: Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
6. Sliding...please review main league information (#17 in Co-Rec, #14 in Men's).
7. No stealing allowed.
8. Batter boxes will not be marked. Batter box area will be in the opinion of the umpire.
  - a. (Check ASA rules for clarification)
9. Base path will be at 65 feet.
10. A pitch must have a perceptible arc and reach a height of at least 6' from the ground while not exceeding a height of 12' from the ground. Pitching distance will be 50 feet.
11. Warm-up bats - No bat rings. Only 2 bats allowed either (2 official softball bats or 1 lettered warm-up bat and 1 official bat).
12. Umpires will review ground rules and inspect bats prior to the start of the game with team managers.
13. Fielding interference that occurs from other ball field, umpire's opinion can and may award bases.
14. Batting practice before games should take place at end of fence in foul territory. No batting practice until both games are over.
15. All players and equipment such as bats, gloves, etc. must be within dugout limitations and behind fence. Penalty according to ASA rules.
16. Appeals - 3 major types: 1. Missing a base. 2. Leaving a base on a caught fly ball before the ball is first touched. 3. Batting out of order. The umpire will call time. The umpire will call safe or out. Appeals cannot be made after a pitch. Any infielder can make an appeal.
17. In case of injury, the umpire will mark the time, with the exception of a blood borne ruling.