

Twelve Step Recovery League Rules of Play

1. Batting:

- a. A minimum of 3 females needed to start the game.
- b. Teams may bat 11 players, including one EP, with a minimum of 3 females in the first 10 batting positions. All additional batting positions must alternate gender starting from the 11th batter.
- c. Teams must play with a minimum of 9 players: 3 female and 6 males.
- d. Female batter may choose to hit the ball of her choice 11 or 12 inch

2. Player Pick-Ups:

- a. A healthy player may not be benched in lieu of pick up player.
- b. A team may pick-up a maximum of 3 players of any gender to reach a field of 10 players
- c. Pick-up's must be on a TSRL roster.
- d. A team may only pick-up one player from one division above their division any additional pick-ups must be the same division or lower.
- e. The bottom division only will be allowed 2 pick-ups from one division above, however, when doing so they will go up $\frac{1}{2}$ a classification. Example; Rec becomes Rec+ or Rec+ becomes E this will only apply to the game being played it is not permanent
- f. When a team picks up two or more players, they forfeit the runs that are to be spotted.
- g. A pick up player may bat anywhere in a teams lineup
- h. Prior to the game a Pick-up Player Form must be filled out and turned in to the acting Commissioner. In the absence of the Commissioner, the opposing coach may hold the pickup form until the Commissioner is available.
- i. When a rostered player arrives, and the game is in progress the rostered player must replace the pick-up player immediately regardless of inning or game clock.
- j. In the event a female player is injured or ejected, and no pickup player is available a team may continue play with 2 females and 7 males with an out in the batting order. In the event of injury, the female player can re-enter the game in her previous spot in the line up. (Rule does not apply to second game).
- k. when a team picks up a female player to meet the requirement of 3 females to start a game the team shall be permitted to bat a rostered male EH, EH can not be a pick-up player ever period.
- l. when a substitute is not available for an absentee player and an automatic out is created in the batting order for any reason and there are two outs, the opposing team may not walk a batter in order to get to the automatic out created by the vacant spot in the batting order, the out created by the absentee player will be skipped, and the person next in the order will continue in the batting order

3. Ball Count:

The batter comes to the plate with a one ball, one strike count. If the batters third strike is a foul ball, they are allowed to continue batting, "one to burn". The next foul ball is considered a strike and batter is called out.

4. Batters Boxes:

The batter must set up with his back foot no further forward than home plate.

Any forward stride will be allowed. The batter will be called out, when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the batter's box in front of home plate or when his foot is in contact with home plate while contact is made with the ball. Any batter, who runs forward through the batter's box to hit a ball will be judged in or out of the box at the time they contact the ball.

NOTE: The measurements of the length and the width of the batter's box begin at the outside edge of the lines of the box.

5. Home Base:

- a. There is always a force out at home. A defensive player with the ball touches home plate for a force out, no matter how many runners are on base. In order to be called safe a runner must have any part of their body touching the ground on or past the line before a defensive player in possession of the ball touches home plate. If a runner runs through the batter's box or steps on home plate for any reason they are declared out.
- b. There is a commit line 2/3 of the way home from 3rd base. Once a runner crosses this line they must proceed home. If a runner re-crosses this line, they are declared out and the ball remains live. Tagging a player is not permitted once they cross the line. They may be tagged out before crossing the commit line.

5. Halo:

Halo rule is in effect when a line drive ball hits the pitcher or passes through the 24" pitcher plate area. A line drive is a ball hit directly back at the pitcher in the air over the rubber within the 24" width of the pitcher plate and within 2' above the pitcher's head. The batter is automatically out, and the ball is ruled dead. Play resumes with batter being called out and runners return to their bases. In the event of repeated halo rule calls it is at the umpire discretion to warn and/or eject players.

6. Home Runs:

All divisions are "3 and progressive, after hitting 3 homeruns a team cannot hit another homerun until their opponent hits 3 homeruns. A team cannot go up more than 1 homerun in progression. After progression is met any ball hit over the fence will be a dead ball out.

7. Walk Off: (hit and sit)

- a. When a HR is hit over the fence the batter and all runners may go directly to the dug out to speed up the game.
- b. A team can not go up in progression to win on a walk off home run in the bottom of the 7th or last inning.

8. Equalizer:

- a. When a lower classified team plays an upper classified team the lower team will take a 4-run spot for each level higher in classification this is not optional it is **mandatory** to apply the equalizer rule (plus teams are only allowed a 2-run spot)
- b. Home team will always be decided by coin toss, equalizer or not always a coin toss. **Teams will switch home and visiting team for the second game.**

9. Overplay:

No male may take away a routine play from a female in the outfield or at home plate. Defining of "routine play" is at umpire discretion. Effect: Dead ball is called, and all runners advance one base. There is no overplay rule on the infield except home plate

10. Outfield Play:

On a batted ball, no play can be made to 1st base on a batter/runner from the outfield when the ball is thrown from a position left of 2nd base. All runners advance one additional base. Once the batter/runner obtains first base, they are now just a runner and can be thrown out from the left side of 2nd base going back to 1st based either on leaving early on a fly ball, or if they took a long rounding of 1st base and do not get back to first base in time (back door play)

11. Female Line:

- a. A 200' (imaginary and/ or marked) line will be placed in the outfield to eliminate encroachment by players in the outfield before a female batter strikes the ball.
- b. Encroachment penalty: Ball becomes dead, and batter is declared safe and progresses to first base. Runners advance only if forced to do so.
- c. Infielders must remain on the infield until a female batter strikes the ball.

12. Tiebreaker:

- a. If teams are tied at the end of 7 innings and time allows an "international" tiebreaker inning may be played. (Last out of previous inning starts at 2nd base, teams continue regulation play).
- b. league play: If the tiebreaker inning is not completed due to time limit the score reverts to the last completed inning that did not end in a tie.
- c. No new inning may start after 65 minutes.
- e. tournament play: if there is a tie game after 65 minutes and/or tied at the end of the 7th inning the game will go to international tiebreaker for a winner. And will not revert to previous inning.

13. Game Start Time:

Games will be 70 minutes with no new inning after 65 minutes for league & tournament play with no time limit for championship games. Run rule applies. Teams must be prepared to start play 15 minutes early for all games, league & tournament play. Failure to be ready to play 15 minutes prior to all other game times

will result in a forfeit. **THIS WILL BE ENFORCED.** We are committed to doing our best to run on time

14. Intentional/Unintentional Walk:

When a male batter followed by a female batter walk's, he is awarded second base and may go directly to second base with out touching first base and the female has choice of walking or batting “**only**” if there are two outs. Female batter must otherwise hit.

15. Courtesy Runner:

- a. Courtesy runner must be used at the completion of the at bat play for the person the courtesy is being used for (one runner per gender). That person may have courtesy runner repeated throughout the inning if they should return to at bat. Umpire discretion may be used in the event of injuries after play has resumed.
- b. Pitchers are permitted a courtesy runner as needed with no restrictions and will not count against the standard courtesy runner rule. This is to promote keeping the game flow & time management.

16. Pitcher/Catcher:

- a. There are no restrictions to gender combination between pitcher/catcher.
- b. The pitching rubber will be 50' from home plate and there is a floating mound. The floating mound allows the pitcher to pitch from no further than 6 feet behind the rubber with one foot within the width of the rubber. Juking or pump faking will not be allowed and if it happens the umpire shall call a no pitch. The pitch must have an arc that is not lower than 5' from the ground and not more than 10' from the ground at highest peak.

17. Legal Bats:

For a bat to be legal in TSRL it needs to have USSSA Thumbprint stamp and be tested and have the current TSRL sticker given at testing time. If bat stickers are tampered with the bat will be considered illegal and confiscated. Bat will be placed with TSRL board for further testing.

18. Flip Flop:

The Flip-Flop rule will be in effect after all POD games. RULE: If the home team is losing by the run rule or more runs at the end of any inning after the 2nd, the home team will remain in the dugout (the visiting team will remain on the field). All base runners, if any, will be removed from the bases and the team will bat again as the visiting team in the top of the 3rd inning. If they score enough runs to remove the run rule, the game will continue with the new home team (previously visiting team) now at bat. If the new home team scores enough runs to establish a run rule into effect the game will be over. If they do not, the game will continue until a run rule occurs or the game ends. The flip-flop rule can be used only once per game.

19. Run Rule: Game will end if any team is up by 20 after 3, 15 after 4 or 10 after 5 competed innings. Only exception would be if equalizer is in place and if so it will be the run rule plus the equalizer after 5 innings.

20. Turn out or get out of the Way:

For all players safety, both base runners and fielders must make **A VISIBLE ATTEMPT** to avoid contact with other players. Failure to do so will result in base runners being called safe/or out (depending on the offender) at umpire's discretion and possible umpire discipline.

21. Ejection Rule:

Any player ejected for any reason will sit the remainder of the game in progress as well as the next scheduled game, the ejected player must leave and stay clear of the dugout for the remainder of current game and next game. Ejected player subject to expulsion from grounds and/or divisional/association tournaments upon committee review.

Rules of Play updated 2/26/2025