

CENTRAL FLORIDA LEAGUE CFL RULES

April 2026

1. League Structure / Governing Rules

a. League By-Laws

- i. The Central Florida League (CFL) has developed by-laws that will govern their structure and managing practices. By-Laws are available upon request to a CFL Board member.

b. Board of Directors

- i. The CFL By-Laws call for an elected Executive Board that will govern play and adherence to league rules. The Executive Board has responsibility to resolve all issues and disputed matters. As determined by the Board, rules will be modified to clarify or revise league direction. All rule changes must be approved by a majority of active Board members.
 - 1. Generally, rules will only be reviewed for modification prior to each season and published prior to opening day of that season.
 - 2. For matters of player safety, a rule may be modified in season as determined by the Board. If a rule is changed in season, it will be immediately communicated to all players and go into effect during the next week's games.

c. SSUSA

- i. Unless specified otherwise by the rules below, the rules of the SSUSA apply to all game situations. Some CFL rules only change part of a SSUSA rule, with the rest of the SSUSA in effect. Rulebooks can be obtained by calling 916-326-5309 at SSUSA headquarters. A link to the SSUSA rules will be available on the league website.

d. Equipment

- i. Softballs are provided by the The Villages Recreation Department.
- ii. Sponsors will supply team hats and numbered shirts. Roster players are required to wear the uniform shirt, with no alterations. Hats are optional.
 - 1. Sub players are not required to wear the team uniform.
- iii. Only rubber spikes or sneakers are permitted.
- iv. Only bats approved by the SSUSA that do not exceed a 1.21 BPF are allowed.
 - 1. Game umpires will inspect all bats prior to each game.
- v. Face masks and other body protective devices are encouraged.
- vi. Pitching screen use is mandatory and pitchers are required to wear a protective mask.

e. Umpires / Game Day Volunteers

- i. The CFL will recruit and approve volunteer personnel to assist the execution of game day activity, serving as umpires, scorekeepers, announcing and game day management. Volunteers are expected to perform their duties fairly and cordially.

f. Standings Tie Breaker (Regular season)

- i. Head to head play will be the only tiebreaker used to determine a league champion.
- ii. If there is no clear head to head winner, co-champions will be declared.

g. Post Season Tournament Seedings

- i. Won-loss record will be used to determine seeding for the post season tournament.
- ii. When two teams have the identical record, the following parameters will apply.
 - 1. Head-to-head match up
 - 2. Regular season run differential
 - 3. Regular season runs scored
 - 4. Coin flip
- iii. When three or more teams have an identical record, a mini season among the tied teams, showing head to head games within the group, will be used to determine seeding. Seedings are determined based on winning percentage within the mini season.
 - 1. For two or more teams are tied within the mini season, the following tiebreaking parameters will apply.
 - a. Head-to-head match up
 - b. Regular season run differential
 - c. Regular season runs scored
 - d. Coin flip
- iv. Tournament seeding will be fluid and brackets may be seed-adjusted as play continues. After each round of the post season tournament, opponents for the next week's round will be determined by reseeding the remaining teams based on the original seeding from the beginning of the tournament.

2. Player Eligibility

a. Eligible Players

- i. The CFL is a league composed of players currently playing in D2 or D3 (roster/sub) or have recently completed evaluations and designated as a D2 or D3 player.
- ii. All league pitchers must be certified and approved by the Board prior to the draft.
- iii. All players are expected to volunteer in some capacity in every season.

b. Grandfathered Players

- i. In addition, eligible players include D1 players who have been recognized by the CFL as grandfathered players. The current list of grandfathered players is as follows;
 - 1. Cal Driskill
 - 2. Dan Osredkar
 - 3. Dale Neff
 - 4. Craig Dahlquist
- ii. Grandfathered players are entitled to play in the CFL as a sub or roster player provided they maintain their status by having played in one or more of the previous three consecutive CFL seasons.
 - 1. A grandfathered player that does not play in the CFL in one of the three previous consecutive seasons will lose their grandfathered status.
 - 2. A grandfathered player that does not play in D1 in one of the three previous consecutive seasons will lose their grandfathered status.
 - a. The Board may consider exceptions if injury prevents playing in any capacity.
- iii. The list of grandfathered players will be reviewed prior to the draft for each season.

- iv. After the season draft and through each season, should a player be discovered as playing in D1 (not grandfathered) D4 or D5, they shall be removed from the team roster and replaced with a sub list replacement player for the rest of the season.
 - v. Current eligible CFL players moving between D2 and D3 retain their eligibility.
- c. **New Players**
 - i. Players must be Villages residents or have a valid Villages ID. Guest IDs are not valid.
 - ii. New players must have completed the official Villages evaluation process.
 - iii. Players must submit a valid application each season.
 - iv. Applications will be accepted from new players playing or evaluated to play in D2 or D3.
 - v. Players must be at least 50 years old or turning 50 within the current season.
 - vi. New players will be added to the draft pool as a roster player or put on the sub list.
 - 1. The Executive Board will determine the rating for all new players.
- d. **Sub List Players**
 - i. Players may submit an application requesting to serve as a substitute player only.
 - ii. Following the draft and through the season, new players applying to the league may be added to the current season's sub list as approved by the Board.
 - iii. The Board will assign ratings for sub list players based on available information.
 - iv. Substitute players must be on the sub list for 7 days before they are eligible to play.
 - v. Sub list players added after the 4th game prior to the end of the regular season are ineligible to be season ending replacement players. .
- e. **Incomplete or Late Applications**
 - i. Applications which are not filled out accurately or completely will not be accepted.
 - ii. Applications turned in after the due date may cause the player to be put on the sub list.
 - 1. If additional applications are needed to form the optimal number of teams, the Board has the authority to utilize late applicants and newly recruited applicants to reach the desired level.

3. Seasonal League Calendar

- a. A seasonal playing calendar will be maintained and posted on the league website for the current and following two seasons. Dates are approximate and subject to change.

4. Sponsor/Manager Selection

- a. **Sponsors**
 - i. The CFL Board will consider and approve team sponsors for each season.
 - ii. Potential sponsors should contact any Board member to express desire to be included.
 - iii. The primary role of the Sponsor is to financially support league fees, along with the purchase of team hats and team jerseys.
 - 1. Sponsors may consult with the Board to help designate a manager for the team.
 - 2. Sponsors may consult with the Board and designated team Manager on hat/jersey design and color. Sponsors should approve final hat/jersey design.
 - a. Jerseys should display player number on the front and back.
 - b. Jerseys should display "CFL" on the right sleeve.
 - iv. If otherwise eligible and approved by the Board, a Sponsor employee or employee spouse may serve as Team manager.

- v. Exclusive of team manager, an employee or employee spouse may serve as a playing Sponsor Representative assigned to the team.
 - 1. To play, Sponsor Representatives must meet all eligibility requirements.
 - 2. Sponsors are limited to one playing Sponsor Representative in any given season.
- vi. Beyond team managers and draft assistants, a single Sponsor representative may attend the draft as a volunteer or observer. Please contact the Board to express interest and secure approval to attend.

b. Managers

- i. The CFL Board will consider and approve team managers for each season.
- ii. Team managers need not be active players and can serve as a non-playing Manager.
 - 1. Non-playing Managers may be added to the Sub List, but are restricted to serving as a substitute for his team only, subject to the rules contained herein.
- iii. Players with interest to manage should contact the Board and ask to be considered.
 - 1. Managers must be a Villages resident, with a valid Villages ID. Guest IDs are not valid.
- iv. Managers have exclusive authority on player selection, fielding positions, game lineups, player substitutions and game strategy, seeking assistance as desired.
- v. Managers are expected to become acquainted with their team sponsor and to coordinate ways to increase sponsor awareness across all players and build team unity.
- vi. During each season, there will be a minimum of one meeting of all Managers and the league Board. The use of a representative manager committee and manager surveys will be considered.

5. Player Draft

a. A-B-C Players Rating

- i. The Executive Board will determine player ratings for each new season.
- ii. New players to the league will receive a rating based on all information available.
- iii. Managers will receive a list of eligible draft players to include relevant data and rating.
 - 1. Players are expected to be available for at least 60% of their team's games each season. Any player projected to fall short of this threshold are not eligible to be drafted and will be placed on the sub list.
- iv. A Manager with a family member, as defined as an immediate member or a spouse's immediate member, who wishes to play on the same team as the Manager may be slotted in the draft and assigned to the team.
 - 1. To play, family members must meet all eligibility requirements.
 - 2. Managers are limited to one playing family member in any given season.
- v. Each team's first A player drafted will be redesignated as a 1A player for that season.
 - 1. 1A players are subject to substitution rules as established by the Board.
- vi. During the draft, all teams must select or, if slotted later, declare a pitcher by the end of the 7th round.
- vii. New players drafted on a team will retain their rating through the season.
- viii. New players on the sub list may have their rating adjusted during the regular season.
- ix. ABC ratings shall be used to qualify like rated substitutes for missing players.
- x. Managers will supply updated ratings of their players towards the end of each season.

b. Draft Selection Sequence and Slotting of Players

- i. The Board will randomly determine the first round sequence 2 weeks prior to the draft.
- ii. After the first round sequence draw, there will be a 10 minute period where teams may trade their draft position. After that 10 minute period the draft positions are locked.
- iii. Draft order will be reversed in the second round. For odd numbered rounds 3, 5, 7, and 9, the starting pick for each round will be determined by the Board but the selection sequence will remain. For the even numbered round following each odd numbered round the sequence will be reversed, assuring parity across rounds 3-4, 5-6, 7-8, 9-10, as well as the first 10 rounds in total.
 - 1. Sequence for the 11th round will be determined by a random draw following the first round sequence draw.
- iv. Managers will be provided a draft matrix showing where teams pick in each round.
- v. Non-playing managers are part of their teams, but are ineligible to be drafted.
- vi. Playing managers will be slotted and selected in a round designated by the Board.
- vii. Sponsor Representatives and Family Members that are in the draft and committed to a team, will be slotted and selected in a round designated by the Board.

c. Draft Process

- i. All team rosters will consist of 11 players.
- ii. Teams are allowed to have 2 people (Manager/Assistant) at the team draft table.
- iii. All unslotted draft assistants may be drafted by any team. If drafted by another team, assistants may continue to assist the team through to the end of the draft.
- iv. Any manager unable to attend the draft must designate a replacement to attend in his place. That replacement, unless otherwise slotted, may be picked by any team, but will continue to make draft selections through to the end of the draft.
- v. Board members may be used as a draft assistant to any team, subject to Board approval.
- vi. Managers/Assistants are to privately and discreetly discuss undrafted players, but are not allowed to discuss or comment on any undrafted players with other teams.
- vii. Phone use is prohibited, except during designated breaks.
- viii. During the draft, after a player is selected and the next team in line is announced, the picked player is officially on that team unless moved during the designated trade period.
- ix. As each team selects its first A player, that player will serve as the team's 1A player for the remainder of the season for purposes of substitution and playoff tier designation.
 - x. Pitchers are defined as players showing a "P" in either position space on the application.
- xi. Teams must select a pitcher or, if slotted in a later round, designate their pitcher by the end of the 7th round.
- xii. Teams cannot select a second pitcher until all teams have selected/designated their first pitcher.
- xiii. No trades will be allowed during the draft.
- xiv. Following the 11th and final round, there will be a 15 minute period where teams can agree to trade players of equal number and like ratings.
 - 1. Simultaneously, Managers must confirm that their roster is accurate and complete.
 - 2. Following the 15 minute period, no more trades are allowed and the draft is final.

d. Team Rosters

- i. A team roster will consist of 11 players.
- ii. Teams will consist of one 1A player, two A players, five B players and three C players.
- iii. All player-managers will count as one of the 11 roster players for their team.
- iv. Once assigned to a team roster, players are attached to that team for the full season.
- v. All roster players in attendance and able to play must be included in the batting lineup.
- vi. Roster players unable to play due to injury or emergency may be replaced on a temporary, weekly basis. Once they can return to play, they return to their team.
- vii. Roster players declared out for the season due to injury or emergency are ineligible to return and play in the league for the remainder of that season.
- viii. Should any player quit their team, other than for injury or emergency, during the regular season or tournament, his actions are subject to review by the Board. If determined that the reason for quitting was inappropriate, that player will not be allowed to participate in league activity for a minimum of the rest of that season and possibly longer.
- ix. The Executive Board reserves the right to modify player count on team rosters.

6. Game Day Preparation

a. Game Lineups

- i. Lineups need to be submitted electronically the day before each game to a person and at a time determined by the Board.
- ii. Lineups on game day should be written legibly on the supplied lineup sheets.
 - 1. Show both first and last name, as well as jersey number for each player.
- iii. Team managers must bat all 11 players in any order they prefer, including subs.
- iv. Team managers may assign any player to any position, including pitcher.
- v. Managers must present a lineup, including subs, to the game day table 20 minutes prior to game time.
 - 1. Once a lineup sheet is submitted, it becomes official.
- vi. Each Manager must submit one copy of the lineup to the game day table and one copy to the opposing manager. All other copies can be retained.
- vii. If a team submitting a full lineup is forced to play with 10 players for any reason and an eligible sub becomes available, the sub may join the game and bat in the 11th spot.
- viii. A roster player not on the lineup sheet for his game is ineligible to play in that time slot.
- ix. If a player is posted on the lineup sheet and fails to show up by the start of the game, the manager must immediately advise the head umpire. That team will start the game with 10 players and the vacated batting spot will be an automatic out.
 - 1. Any eligible sub may replace the missing player prior to the game or at the next half inning.
 - 2. Should the missing player arrive late, if not already replaced, he may join the game at the next half inning.
- x. When playing with 10 players, an out will be recorded in the open spot of lineup throughout the game.

b. Substitutions

i. Regular Season – Game Day Only

1. During the regular season, managers are allowed to use players from the sub list or other teams' roster players.
2. Managers are not bound to replace a missing pitcher with another pitcher.
3. Substitute players must be of like rating or lower of the player they will replace.
 - a. Substitute players must be on the sub list for 7 calendar days before they are eligible to play in a game.
4. Managers are expected to recruit and secure substitute players ahead of game day.
5. Managers must notify the designated Board member by 5p on Monday of any substitutes recruited for the next day's games.
6. Sub list players may be obtained to sub up to four(4) times by any team during the regular season.
7. Roster players may be obtained to sub twice(2) by any team during the regular season.
8. If a manager contacts a player (roster or sub list) and that player rejects the opportunity to substitute for a given game, the manager must inform the designated Board member. That individual will be prohibited from being a sub for any other team during that game slot.
9. If a player becomes unavailable the morning of the game, prior to the lineup deadline, the manager may recruit a sub and notify the game day desk.
10. Subs recruited or otherwise assigned to play in a later game shall first finish any game they are playing in.
11. Players interested in substituting on game day must inform the game day desk and as needed, will be assigned to play as determined by the game day desk personnel.
12. Should there be a need for an in-game substitution, an effort will be made to secure a sub list or roster player of like rating or lower to serve as the replacement.
 - a. Should an injury sub not be available, the game will continue using 10 players.
 - b. In-game injury substitutes do not count towards the sub maximum for the season or tournament.
13. Should a game day or in-game substitution take place, both managers, umpires, and scorers will be notified by the Game Day Coordinator.
14. The Board will track all substitutions to ensure adherence to these rules.

ii. Regular Season – Season Ending

1. During the regular season, Managers may recruit a player of like rating or lower from the sub list to serve as a season ending replacement, subject to approval by the Executive Board.
2. Managers are not bound to replace a missing pitcher with another pitcher.
3. In order to be eligible as a replacement player, players must be on the approved sub list prior to four weeks remaining in the regular season.
4. Managers who have recruited a season ending replacement player must notify the designated Board member and present documentation (text or email) from the exiting and recruited players confirming the change of status for the season.

5. A season ending replacement opportunity takes precedent over any game day commitment made by the replacement player.
 - a. A season ending replacement player is bound to that team and is expected to play in all regular season and tournament games for that team, as available.
 - b. A season ending replacement player, who previously committed to be a game day sub for another team, may opt out of the commitment and must notify the manager(s) who recruited him.
6. A player declared out for the season is ineligible to play in the league for the remainder of that season.

iii. Post Season Tournament

1. Sub list players are only eligible to substitute during the tournament's first round.
2. Roster players are allowed to substitute during the tournament.
3. Managers may select any roster player to sub once during the tournament play.
4. Substitute players must be of like or lower rating to the person they are replacing.
5. Managers are not bound to replace a missing pitcher with another pitcher.
6. The Board will group all roster A players into three tiers for purposes of substituting during the tournament. Managers may select any A player from the same tier or lower to substitute for the missing A player.
7. Should the tournament schedule include the possibility of multiple games on any single day, all assigned substitute players qualify to play in both games.
8. Managers must notify the designated Board member by 5p on Monday of any substitutes obtained for the next days' games.
9. The Board will track all substitute players to ensure adherence to these rules.

7. Game Rules

a. General

i. Warmup Time

1. Teams are allowed infield warm up time prior to the game (Visitors practice first).
2. Pitchers are allowed 5 warm up pitches before the first inning.
3. Pitchers are allowed 3 warm up pitches before the second through ninth innings.
4. In-game replacement pitchers are allowed 5 warm up pitches before their first inning pitched, then 3 pitches per inning the rest of the game.
5. Other in-game injury subs will have time to stretch and otherwise warm up.

ii. Run Limit

1. Teams are limited to scoring five runs in innings one through six.
 - a. Any over the fence home run that exceeds five runs will count as a sixth run.
2. There is no limit to scoring in the seventh inning or in extra innings.

iii. Catch up Rule

1. Teams behind by 11 or more runs starting any at bat across the first 6 innings may score up to half of the deficit, rounded up, for each inning that qualifies.
 - a. Any over the fence home run that exceeds the allowable deficit will count as an additional run.

iv. Mercy Rule

1. If a team is leading by a minimum of 15 runs after 5 complete innings (4 1/2 innings if home team is ahead) the game is considered final and complete.

v. Flip Flop Rule

1. If the home team is behind by 10 or more runs after the end the 6th inning, they will immediately bat again to start the 7th inning.
 - a. The home team then becomes visiting team for the remainder of the game.
2. Should the home team tie or go ahead during the top of the 7th inning, the former visiting team will bat as home team to tie or win the game. This continues through the end of the game or nine innings, should the score remain tied.

vi. Infield Fly Rule

1. An Infield Fly is a fair pop fly that, as judged by the umpire, can be caught by a fielder in close proximity to the infield with ordinary effort, provided there are runners on 1st and 2nd or on 1st, 2nd and 3rd with less than two outs.
2. In the event of an infield fly, an umpire should call out "infield fly, the batter is out".
3. If the infield fly nears a foul line, an umpire should call out "infield fly, if fair, the batter is out."
 - a. If the ball lands in foul territory, the infield fly rule is no longer in effect.
4. If the infield fly rule is called, runners can advance at their own discretion.
5. Since the batter is out, the play on any runner is not a force play, except at home.
6. Any Infield Fly called by the umpire is final and not subject to reversal.
7. The infield fly rule can also be called after the play is over.
 - a. If called after the play is over, the batter is out and all runners must return to the base they occupied before the pitch.
8. Should a fielder deceptively avoid contact with or intentionally drop an infield fly, it shall be ruled a dead ball, the batter is out and all runners must remain at the base they previously occupied.

vii. Extra Innings

1. Any game that is tied after 7 innings will go into extra innings.
2. In extra innings, the last batter from the previous inning is placed on 2nd base and may not receive a courtesy runner until he reaches 3rd base.
3. Teams can score an unlimited amount of runs in extra innings.
4. Any regular season game that is tied after 9 innings will be declared a tie game.
5. Tournament games will play as many innings as necessary to determine the winner.

b. Ejections

- i. Umpires have sole discretion to eject players for conduct deemed inappropriate. Should a player be ejected, his empty spot in the lineup becomes an automatic out for the remainder of the game.
- ii. Should an ejected player leave a team with 9 able players, play may continue at the discretion of that team's manager.
- iii. Ejected players must immediately leave the field area and proceed to the parking lot.
- iv. The Umpire who ejected the player is required to complete a written incident report describing the incident that caused the ejection. Both umpires must sign this report.

- v. The Commissioner, unless directly involved, will investigate by interviewing players, umpires and eyewitnesses to get a clear picture of the infraction as soon as possible.
 - 1. The ejected player may also request to be interviewed on the matter.
 - 2. All interviews shall be summarized in writing. If the Commissioner is involved in the ejection, the Board shall appoint another member to conduct the investigation.
 - 3. The Commissioner may assign another Board member to conduct the investigation.
- vi. The Commissioner (or designate) will report his findings to the Board which will be used to determine possible disciplinary actions, to include future game suspensions.
- vii. Once the board has reached a determination, the Commissioner will communicate the outcome to the ejected player.
- viii. If a batter is ejected during a play, the umpire shall declare a dead ball and the batter is out. All runners return to the base they occupied before the pitch.

c. Protests

- i. Games may not be protested.
- ii. Appeals pertaining to rule violations must be resolved before the next pitch.
- iii. The home plate umpire has the final say and his ruling is binding.
 - 1. The home plate umpire may request assistance from the league's lead umpire or a knowledgeable Board member.

d. Forfeits

- i. Teams are allowed up to 4 sub players (5 during summer season).
- ii. A team with less than 6 roster players or less than 10 players (including subs) at game time must forfeit the game.
- iii. Teams with 6 roster players can obtain 4 subs (5 during summer season) but must play with 10 players or more.
- iv. When playing with 10 players, each time the unfilled 11th spot in the lineup comes to bat, an automatic out will be recorded.
- v. If at the maximum of 4 sub players (5 during summer season), a team will still be allowed to get an injury sub during the game without having to forfeit the game.

e. Pitching

- i. Players assigned to pitch must be familiar with and subscribe to all pitching guidelines.
- ii. The pitcher's box is 24 inches wide and 10 feet behind the rubber.
- iii. Pitchers are required to use a properly positioned protective screen.
 - 1. The screen must directly face home plate and be parallel to the pitching rubber.
 - 2. It must be placed no further than 4 feet in front of the pitching rubber.
 - 3. The screen edge must be positioned to cover at least half of the pitching rubber.
- iv. Pitchers are required to wear a protective face mask while in the field.
- v. Facing the plate, right-handed pitchers must pitch from the right side of the screen and left-handed pitchers must pitch from the left side of the screen.
- vi. Pitchers must have at least 1 foot in the pitcher's box when delivering a pitch, otherwise the umpire should call an illegal pitch/ball.
- vii. After releasing a pitch, the pitcher must move completely behind the screen.
- viii. At the umpire's discretion, any pitcher that fails to fully get behind the screen after the pitch, the pitch will be declared illegal and counted as a ball.
 - 1. Should the batter hit the illegal pitch, the ball is live and play continues.

2. Should the batter hit the illegal pitch and the ball makes contact with the pitcher, intentionally or unintentionally, the umpire shall declare a dead ball and award the batter a single. All runners move up one base.
- ix. Only after the batter makes contact with the ball may the pitcher move from behind the screen to field the ball.
- x. For any at bat, there is no penalty for the first batted ball that hits the screen. During that same at bat, any subsequent batted balls that hit the screen will be called a strike.
- xi. During a play, any thrown ball hitting or lodging in the screen is live and play continues.

f. Batting

- i. Batters must comply with the equipment rules as described.
- ii. For every at bat, in addition to the batter, the next player in the lineup should be outside the dugout in the proximity of the on deck circle and the following batter in the lineup should be outside the dugout in the proximity of the bat rack.
- iii. Batters must position their feet on or within the lined batter's box on the green mat. After the pitch is released, the batter may move his feet as needed but must remain on the green mat to the side of the plate.
 1. Should the umpire observe the batter, during an attempt to hit the ball, stepping on the green mat outside the lines in front or behind home plate or completely off the mat, the umpire shall declare the batter out.
- iv. After making contact with a pitched ball, the batter must release the bat in a safe and timely manner. Batter must release the bat prior to reaching first base but, should he not do so, will be declared out by the umpire.
- v. Should a batter release the bat in an aggressive manner, intentionally or unintentionally, the umpire should minimally warn the batter or, at the umpire's discretion, may be immediately eject the player from the game.
 1. In situations that do not result in an ejection, the batted ball is live. Should the thrown bat result in an ejection, the batted ball is declared a dead ball and all runners return to their original base.
 2. After a warning, another occurrence will result in an ejection from the game. The batted ball is declared a dead ball and all runners must return to their original base.

g. Base Running

i. Commitment Line – 3rd to Home

1. If a runner heading home touches or passes the commitment line, he is ineligible to return to 3rd base and must immediately continue advancing to home plate.
 - a. Should the committed runner attempt to return to 3rd base, the umpire shall declare him out and play continues.
2. A committed runner cannot be tagged out. For the runner to be called out, the defensive player must have control of the ball and in contact with the strike plate prior to the runner touching the scoring plate.
 - a. Should a defensive player tag the committed runner, the runner shall be declared safe, does not have to touch the scoring plate and play continues.
3. Should a base runner, attempting to score from third base, touch any part of the green mat or home plate, he will be called out and the run will not count.

h. Courtesy Runners

- i. Managers may substitute a player on base with a courtesy runner from the same roster.
- ii. Managers must call time and announce to the umpire the runner leaving the base and the courtesy runner replacing him.
- iii. A player is allowed to be a courtesy runner twice per game within the first seven innings.
- iv. A player is allowed to be a courtesy runner one time in extra innings.
- v. A player is allowed to be a courtesy runner twice in the same inning.
- vi. A player replaced by a courtesy runner may not be used as a courtesy runner in that same inning.
- vii. The umpires will exclusively keep record of all courtesy runners and the number of times any one player has been utilized as a courtesy runner.
- viii. When the umpire announces the substitution and the substitute runner touches the base, the courtesy runner becomes official.
- ix. If the opposing manager appeals to the home plate umpire that the courtesy runner has been used more than twice per game, the umpires will convene and, if in violation of the running rules, the courtesy runner will be called out.
 - 1. Appeals must be made before the next pitch. After that, the runner is official and play continues.
- x. Neither umpire should announce a runner violation until such time as the runner has been challenged by the opposing manager.

i. White/Orange Base – 1st Base

- i. The Runner must tag the orange bag when running to 1st whenever there's an attempt to make an out at that base. The partial tagging of both bases is acceptable. If no play at 1st, the runner may tag either base.
- ii. On attempts at first base to make an out, including throws from the outfield, the batter shall be called out if he tags only the white bag.
- iii. At the umpire's discretion, a runner with full access to the orange bag who makes contact with the defensive player attempting to make an out will be declared out.
- iv. As a runner on first, a player may stand on either bag during the following team at bats.
- v. A defensive player should use the white bag to record a force out on a batter.
- vi. At the umpire's discretion, a defensive player in an effort to avoid a collision, may use either bag to record a force out when there is a play on a batter/runner.

j. Running the Bases

- i. Sliding into 2nd and 3rd base is permitted.
- ii. Sliding into home plate is not allowed.
- iii. Sliding into 1st base is not allowed unless the slide is to avoid contact with a defensive player or when returning to the base.
- iv. At the umpire's discretion, should a runner slide into a defensive player to intentionally make contact, the runner will be called out and may be subject to ejection.
- v. At the umpire's discretion, a runner who misses a base solely to avoid contact with the defensive player making a play on the ball, but would otherwise have reached the base safely, shall be declared safe.
- vi. A base runner in a non-force situation other than home base must be tagged out.
- vii. A player in a rundown may switch directions as needed to avoid being tagged out.

k. **Rule Interpretation and Issue Resolution**

- i. The Executive Board will make every effort to fairly resolve all issues regarding rule enforcement and interpretation. All decisions by the Executive Board are final and may not be appealed.