

# *Happy Hour Softball*



## **OFFICIAL RULES**

*Unless modified by this set of rules, all games of the league shall be played in accordance with the current slow pitch rules adopted by the Amateur Softball Association (ASA).*

### **Good Sportsmanship**

All players participating and registered in **Happy Hour Softball** games shall behave in a sportsmanlike manner.

Any players behaving in an unsportsmanlike manner shall be ejected from the field of play and if deemed necessary suspended from the league.

Unsportsmanlike behavior can consist of but is not limited to the following:

- 1) Any personal attacks or harassment based on gender, race, religion, age, sexual orientation, and national origin
- 2) Physical violence or threat of physical violence of any kind
- 3) Taunting in a manner that is malicious or un-welcome.

***Note:** Good natured taunting is allowed so long as it does not conflict with rule 1. In the instance where a team is offended by any taunting they shall inform the home-plate referee. The referee shall inform the opposing team's captain and request that the taunting cease. If the taunting does not cease, the home plate referee can eject the offending player(s) and award a forfeit, as deemed necessary.*

**Happy Hour Softball** is primarily a social organization with the goal of providing a forum for individuals age 21 and over to meet and interact while participating in a relaxed pseudo-sporty atmosphere. Should any player threaten this goal with their behavior, **Happy Hour Softball** reserves the right to refuse this player's continued involvement in the league.

### **Alcoholic Beverages at the Fields of Play**

Alcoholic beverages of any kind ARE PROHIBITED on the field of play and in the parking lot before, during and after games. Any player caught violating this rule will be immediately dismissed from the league and their team will forfeit any game said player participated in.\*

**\* All applicable federal, state, or local laws apply while at the fields.**

### **Trash**

All trash shall be collected and not left at the fields following the completion of game play. Any team that is found to have left any trash at the field shall face the potential of forfeiting the following week's game.

**Happy Hour Softball** is committed to an eco-environmental experience.

### **Inclement Weather**

Should inclement weather threaten game play on the day a game is scheduled, all team captains and co-captains shall be notified by 5:00 pm, with the expectation that the captain or co-captain will notify their teammates. Inclement weather can include, but is not limited to:

1. One-half inch or more of rain has fallen within the previous 24 hours;
2. Water is standing on the field;
3. Steady rain is falling; or
4. Lightning is occurring.

The **Happy Hour Softball** [website](#) will be updated by 5:15 pm to reflect such news as whether games will be cancelled. Please check the **Happy Hour Softball** Weather Line (202.415.2843) by 5:15 pm as well, or finally, check out the [Twitter Page](#) to be sure, which will be updated by 5:15 pm as well.

In the case of game cancellation due to inclement weather, **Happy Hour Softball** shall make every effort to re-schedule games for the end of the season or a bye-week.

### **Players**

All players shall:

- 1) Have read and signed the **Happy Hour Softball** required waiver. Any player that has not signed the waiver shall be prohibited from participating in all games.
- 2) Be at least 21 years old on the day the pre-season opens.
- 3) Have health insurance that would cover any potential injury that could occur while playing, watching or refereeing Softball on the day the season opens.
- 4) Have paid their registration fee.

### **Refunds**

Refunds for a placed registration will be considered up until 1 week prior to the season starting. Once this threshold has passed, no refunds will be considered.

### **Teams**

All teams shall:

- 1) Consist of a minimum of 14 registered players and a maximum of 30 registered players.
- 2) Be limited to a maximum of 10 players in the field on defense, of which at least 4 must be women. Teams may field more than 4 women. If a team cannot field 4 women, they must play with one less man in the field for each woman they are missing. Ex: If a team only has 3 women, they can only field 5 men; for 2 women, only 4 men. For a game to be played, a team must be able to field at least 4 men and 2 women.
- 3) Have a captain and a co-captain.

### **Forfeits**

A team shall automatically forfeit if it cannot field a minimum of 1 woman and 3 men. Forfeits shall be scored 5-0 in favor of the "winning" team. Forfeits shall not be an automatic occurrence when there is a lack of players. It will be at the discretion of a team with less than 8 players to determine if they would like to forfeit or play the game at a disadvantage.

If both teams have less than 8 players and do not wish to play the game, both captains can agree to accept a 0-0 tie as the game result. This decision shall be made by both captains before the scheduled game's commencement. If this decision is agreed upon, the game shall not be rescheduled.

Teams that forfeit for any reason are encouraged to stay and play for fun. Teams that forfeit must still provide a referee to the game preceding or following theirs (as applicable).

If a team does not provide a referee to the game preceding or following theirs, they will lose a point per occurrence in the league standings.

### **Team Captains**

Team captains and co-captains shall be responsible for the following:

1. Disputing calls on the field. Only the captain or co-captain can argue a call with a referee.
2. Ensuring that all players on their team have signed their waiver and paid their registration fee.
3. Ensuring that their players have read and understand the rules provided by **Happy Hour Softball**.
4. Ensuring that their players act in a sportsmanlike manner while on the fields of play.
5. Ensuring that a referee from their team is present for all games directly preceding theirs or following theirs (as applicable) throughout the entirety of the season and playoffs. The individual acting as referee shall be knowledgeable of the rules.

### **Equipment**

**Happy Hour Softball** shall provide the equipment needed for game play. Equipment shall consist of bases, cones, balls, a catchers mask, a league provided t-shirt, score card and line-up card. The catchers mask must be worn behind the plate until the ball is in play, at which point it can be removed at the catcher's own risk.

### **Bat Rules and Restrictions**

All bats shall have either the ASA 2000 or ASA 2004 certification, and cannot be listed on an ASA non approved list. This list can be found [here](http://www.asasoftball.com/about/certified_equipment.asp):  
[http://www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp)

### **Uniforms**

**Happy Hour Softball** shall provide all registered players with a t-shirt. This t-shirt shall be considered the team's uniform and all players shall be required to wear the shirt to be considered eligible to play during a game.

Players are permitted to alter their shirts with the following restrictions:

- 1) The **Happy Hour Softball** logo, sponsor bar logo, and beverage logo, shall not be removed (this includes cutting), covered or obscured in any way.
- 2) No web addresses (other than that of Happy Hour Softball), organization name, or phone number may be included on the shirt.
- 3) Any words, symbols, or phrases that would run contrary to the Good Sportsmanship rule are prohibited.

### **Spikes**

All spikes not made of metal are allowed during **Happy Hour Softball** games.

## **Referees**

All teams shall be assigned a game to officiate every week, either directly before their scheduled game or following their scheduled game.

All games shall have a minimum of two referees, one at home plate and one at first base.

The two referees assigned to a game shall determine between themselves who will referee home plate and first base.

The home plate referee will have the final authority to make all calls and rules interpretations, including player ejections and game forfeits.

A game can have a maximum of three referees, one at home plate, one at first base and one at third base. The home plate referee will have final say as to whether or not a third person will be allowed to referee a game. The additional referee cannot be the home plate referee.

Referees are required to ensure conformance with all **Happy Hour Softball** rules during game play.

Referees shall make every effort to avoid contacting the ball while it is in play.

Referees shall stand in foul territory.

## **Referee Responsibilities**

The home plate referee shall be responsible for making the following calls:

- Balls and Strikes on pitched balls.
- Hits that result in Foul Balls.
- Caught ball outs
- Calling runners halfway between first and second base and second and third base.
- Making all calls that occur in Left Field and Left Center Field.
- Plays that end at Third base and Home plate
- Ensure that the captains of each team are aware that they are the only players allowed to argue calls.

The first base referee shall be responsible for making the following calls:

- Plays at First Base and Second Base
- Ensuring that the outfielders have not crossed into the deadzone before the ball is hit and are situated behind the cones before play begins
- Calling runners halfway between third base and home plate.
- Making all calls that occur in Right Field and Right Center Field, including hit balls that go foul.

**Note:** *The responsibilities for each referee are detailed above, however if one of the referees has a clearer view of the play it is their responsibility to make the call and let the other referee know that they had the better angle. The home plate referee still has final say on all calls.*

**Happy Hour Softball** shall provide at least one referee clinic prior to the beginning of the season which shall be attended by at least one member of each team to ensure that the rules are understood and all questions answered as necessary.

Following games, teams should consider providing a beverage to the referees at the sponsor bar, but are not required to.

### **Home Team vs. Away Team**

The regular season schedule will indicate which team is home and which is away. All efforts shall be made to allow all teams to have the opportunity to be home and away an equal number of times during the season.

The away team shall hit first and the home team shall play defense first.

In the playoffs the home and away teams shall be designated by record, with the team having the most regular season points having the role as the home team.

### **The Playing Field**

The Softball diamond is a square with equal sides of 60 feet played on a grass field. The pitching mound is in the center of the diamond, 42 feet from home plate, and directly aligned with the first base/third base diagonal.

A "runners" first base will be placed outside the foul line, directly adjacent to first base.

A "scoring" plate will be placed on the 3rd base side of the "batters" home plate.

Cones shall be set at each base, and 15 paces past each base into the outfield to signify the "dead zone." The "dead zone" is an area between each base and the closest position that each outfielder can play to the infield. Per rule 6.1, outfielders can not enter the "dead zone" prior to the ball being hit.

### **Regular Season Games**

All regular season games shall begin promptly at 6:30 pm and 7:15 pm.

All regular season games shall last no more than six (6) innings. If the score is tied at the end of the sixth inning the game will end in a tie.

A regular season game will have to complete four (4) full innings for the game to count. If due to inclement weather a game has not completed four full innings, the game will not count and will be rescheduled (if possible). If a game has completed 4 full innings and is forced to be suspended due to inclement weather the score shall revert to the last completed full inning.

Forfeited games and mutually agreed upon 0-0 ties (see Fielding rules) shall not be rescheduled.

Regular season points shall be as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss.

**Note:** Teams will be granted a 5 minute grace period if they do not have 8 players present, (5 men, 3 women). After 5 minutes, the game will begin per the team rule on page 3.

### **Playoff and Championship Games**

All playoff games (including the championship game) shall last six innings. If the score is tied at the end of six innings, the game shall go into extra innings, with both teams having the opportunity to hit at least once. If one team is ahead after the completion of an extra inning, they win. If not, another full extra inning will be played. Extra innings will continue in this fashion until there is a winner.

### **Playoff Seeding**

Playoff seeding is determined once the regular season has come to a conclusion and all regular season games have been played.

Playoff Seeding is determined by points amassed. Points are distributed as such: 2 points for a win, 1 point for a tie, and 0 points for a loss. The team with the most points will receive the #1 seed in the playoffs, and every team thereafter is slotted accordingly.

In the case of multiple teams having the same amounts of points seeding is determined on the following scale:

1) The team with the least amount of losses will receive the higher seed.

If the teams are still even:

2) If the teams have had a head to head matchup, the team that won said game would receive the higher seed.

If the teams are still even:

3) If the teams played in the same division, common opponents will be examined and the team with the better record against common opponents will receive the higher seed.

If the teams are still even:

4) At this point, the teams run differential will be examined. At that point, team with the greater run differential will receive the higher seed.

If the teams are still even:

5) The team that allowed the least amount of runs will receive the higher seed.

If the teams are still even:

6) The team that donated the most money to charity (figured through superlative sales and silent and live auctions) will receive the higher seed.

If the teams are still even:

7) An HHSB official will flip a coin to determine the higher seed as there are no other possible ways that I can determine to break this deadlock!

## Game Rules

***\*Any situations not addressed by these rules shall default to Softball rules and/or common sense.\****

### 1.0 Batting Line-up

The batting line-up shall:

- 1) Consist of all men and women playing in the game. All players in the line-up must bat.
- 2) Be determined by each team's captain before the game begins.
- 3) Not be changed during the game, except as noted below, any instances of changing the line-up will result in the player batting out of order being called out. Should a player be injured and unable to continue game play, their spot in the line-up shall be skipped and continue as before.
- 4) Not have more than 2 men bat in a row. After every second man, a female player shall bat.

***Note:*** *Should a team be unable to include a woman after two men as described above, the team shall incur an out following the first two men.*

- 5) Ensure that if 2 men begin the batting line up, a female shall be at the end of the lineup.

Should a player arrive late to the fields, they shall be placed at the end of the batting order. The captain of the late arriving player shall make the home-plate referee and the opposing team's captain aware of this change.

### 2.0 Pitching

All pitches shall:

- 1) Be pitched by hand in an underhand manner.
- 2) Be made from behind the pitching stripe.

Any pitch made in front of the pitching stripe shall be considered a ball. A batter can attempt to hit this pitch at their discretion. Should a player successfully hit a ball that has been called a ball and the result of which is an out, the player shall remain out.

Pitchers are encouraged to pitch from one step behind the stripe to ensure that they do not step over the stripe on their follow through.

- 3) Not be thrown in a side-arm or overhand manner. Any side-arm or overhand pitch will be immediately called a ball.
- 4) The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground.

**Note:** *The purpose of this rule is to provide the batter with a fair opportunity to hit the ball; the batter should not take advantage of poor field conditions to attempt to get a walk when pitches are clearly hittable.*

### **2.1 One and One count**

When a batter enters the batter's box, he/she will have the count of one ball and one strike. Accumulating a total of three strikes (Sec 2.2) shall result in the batter being declared out.

### **2.2 Strikes**

A strike is:

- 1) Any pitch that is swung on and missed.
- 2) Any pitch that, during the course of flight, reaches a minimum height of 6 feet but does not exceed a maximum height of twelve feet, and touches the demarcated half of home plate (indicated by black electrical tape) or the "strike plate."

A "strike plate" shall be used to determine positive strikes. Should the pitched ball touch any part of the "strike plate" on a legal pitch, it will be considered a strike.

Fouls balls (Sec. 2.4) shall count as strikes.

A count of three strikes results in an out.

**Note:** *Unlike in baseball a dropped third strike by the catcher does not give the batter the right to attempt to reach first base. A count of three strikes results in an out.*

### **2.3 Balls**

A ball is:

- 1) A pitch that passes outside of the strike zone that the batter does not attempt to hit. Any attempt at hitting a ball that is outside of the strike zone and missed will be considered a strike.
- 2) Any ball that is pitched in a side-arm or overhand manner.

A count of four balls results in a walk.

- 3) If a male batter is walked on three straight balls, and the batter that follows is a female, said female will have the option of taking first base or batting. It is the player's discretion and not a requirement.
- 4) If a male batter is walked with two outs and a female batter is up following him, said female will have the option to take a walk as well. If the subsequent batter is also female, she will not be granted this opportunity.

**Note:** *Intentional walks or attempted intentional walks are strictly prohibited. If the home plate referee determines that an intentional walk has occurred, the batter will be granted second base and all runners on base shall move forward accordingly.*

### **2.4 Foul Balls**

A foul ball is a ball that:

- 1) Is hit and goes out of bounds before reaching first or third base.

Any foul ball touched out of bounds can be caught for an out; however a catch attempted in foul territory that is dropped or missed is still a foul.

- 2) Is batted in the air and lands foul on the fly.
- 3) Lands in fair territory, but that rolls out of bounds before passing first or third base line.

**Note:** *Once a batted ball touches the ground in foul territory after crossing the plate it shall be immediately called a foul. Balls that roll foul and cross into fair territory before reaching the 1<sup>st</sup> or 3<sup>rd</sup> base are considered foul.*

**Note:** *A hit ball is considered fair or foul solely on the relative position of the ball to the foul lines and not upon whether the fielder is in fair or foul territory at the time at which the fielder makes contact with the ball.*

**Note:** *A batter is out when the catcher catches a foul ball and the ball had a perceptible arc. Foul tip – the ball is dead and the batter is out if it is the third strike. If it happens and it is only the second strike, then the batter is not out.*

## **2.5 Fair Balls**

A fair ball is a hit ball that:

- 1) Is in fair territory, or a ball that any infielder attempts to play within the field of play.

Fair territory is anywhere within the base lines extending from home plate through first and third base and through right and left fields.

- 2) Is touched by a defensive player in fair territory.  
A fair ball hit in the air shall be considered fair once it lands in fair territory within the cones set up along the first and third base line.  
A ball touched by a defender in fair territory that rolls into foul territory is still considered a fair ball.
- 3) Touches 1<sup>st</sup> or 3<sup>rd</sup> Base before traveling into Foul Territory.

## **2.6 Outs**

An out is:

- 1) A count of three strikes against the batter.
- 2) A ball caught on the fly in fair or foul territory.  
Any ball can be caught anywhere on the field, in fair territory, foul territory or out of play by an active defender. For balls hit off the field of play that are caught on the fly the call will be that the batter is out.

- 3) A runner/batter hit or touched by a batted ball in fair territory at any time while not on base. If a batted ball is touched by a defensive player before a runner/batter is contacted, the runner/batter shall not be considered out.

Any runner hit in the head while running, will be allowed to proceed to the base they were running to and shall not be considered out.

- 4) A runner who interferes with a hit or thrown ball while in fair territory.
- 5) A batter who interferes with a defender attempting to make a catch on a pop up.
- 6) A runner leading off their base before the ball is batted.
- 7) A base coach who interferes with a live ball.

**Note:** In the case where 2.3 #7 occurs, the batter will be called out.

### **3.0 Batting**

All hits shall take place at or behind home plate.

Bunting is not allowed, all batters must swing fully.

Batters will begin with a 1-1 count.

Batters shall not throw their bat after making contact with the ball. One warning will be given to each team, should a subsequent batter throw their bat, they will be called out.

### **4.0 Dead Balls**

- 1) If a ball breaks and is rendered un-useable on a hit, the hit shall not count and play shall be recommenced with a new ball. The pitch count shall revert to the count prior to the dead ball.
- 2) Once the pitcher has the ball within the infield in fair territory and is not making a play on a base or runner the play is called dead and runners can no longer advance to the next base or home plate.

**Note:** *Fair territory within the infield is considered the area within the diamond created by all four bases. Receiving the ball outside of the four bases will not end the play.*

- 3) In instances of interference, a dead ball shall be called, and any runners will be returned to the base they last occupied prior to the interference.

### **5.0 Running The Bases**

All runners must stay within the base line when attempting to reach a base or home plate, unless attempting to avoid interfering with a fielder.

Stealing or leading off of a base is not allowed. Any runner that is not touching their base when the pitcher pitches the ball shall be immediately called out.

All ties go to the runner.

Any baserunner who causes illegal contact with a defensive player can be called for offensive interference (offensive interference can include running into a fielding player awaiting a hit or thrown ball, knocking over a player not involved in a play) which shall result in the baserunner being called out. The play shall be immediately called dead and all base runners shall return to their last occupied base.

Runners shall run towards the “runner’s” first base and shall run towards the scoring plate when attempting to score.

The catcher will use the "batters" home plate to "force" advancing runners from 3rd. Runners advancing from 3rd base must tag the "scoring plate", while the catcher must use the "batters" home plate. All plays at home are force plays.

Should a runner reach this point, they shall be deemed to have committed to home plate and are not eligible to return to third base.

Failure to utilize the “runner’s” base or the “scoring plate” will result in a warning for a first offense to both teams. Any subsequent offenses shall result in the offending runner being called out.

**Note:** *Runners do not have to use the safety first base if there is no play at first, they may round the fielding first base to determine if they will attempt to take second base as well. Runners can not attempt to round the fielding first base in an effort to cause a dropped ball at first or to interfere with the first base person.*

A runner who safely reaches first base but does not advance shall place their foot on the “fielder’s” first base before the next pitch is thrown.

For those plays necessitating that a runner return to first base after previously occupying that base, the runner shall return to the “fielder’s” base.

Runners can only overrun first base. However, any attempt to turn towards second can allow the runner to be tagged out if they are off first base.

Any runner who turns towards the next base can be tagged out when off the base.

Sliding is allowed.

**Note:** *The base line is defined as within three feet of either side of the line connecting adjacent bases.*

Any runner that makes it to first base, but needs a pinch runner due to injury shall be replaced on the base by the last player of the same gender who has recorded an out.

A “point of no return” line shall be demarcated 2/3 of the way from 3<sup>rd</sup> base to home plate at which a runner has committed to home plate and can not return to 3<sup>rd</sup> base.

### **5.1 Base Coaches**

All teams shall have the right to a first base coach and a third base coach when their team is batting, but is not required by these rules.

Should a team choose to have base coaches it is reminded that they:

- 1) Are only to serve as advisory players and shall not interfere with game play.
- 2) Shall make every effort to avoid contacting the ball.
- 3) Shall stand in foul territory.
- 4) Are not permitted to assist a base runner in any way that involves physically touching the runner.
- 5) Shall not interfere with opposing players on defense by shouting things to the effect of "Got it!" or "Mine!" to impact the game.

**Note:** *Should a base runner receive physical assistance from a base coach they will be called out. Physical assistance includes pulling/pushing a runner back to a base or pushing a player to remind them to run. Good natured high fiving or congratulatory pats on the back are not considered assistance.*

### **5.2 Overthrown Balls**

Any overthrown ball that lands out of bounds and out of the field of play will result in a maximum of one additional base being awarded to the runner.

All runners should note that the free base is not a guarantee. Any ball retrieved can be used to get the runner attempting to reach the next base out.

### **5.3 Sliding**

Runners shall be allowed to slide.

### **5.4 Tag-ups**

All runners must tag up before proceeding to the next base or the scoring home plate on a caught ball. A runner shall be considered to have tagged up provided they are in contact with the base at the moment or any point after a fly ball is first touched by a fielder. Upon tagging up, the base runner may proceed to the next base(s).

**Note:** *This includes caught foul balls.*

### **5.5 Scoring**

All runners attempting to score shall run to the "scoring" plate. If a team has scored 9 runs during their at-bat, the half-inning shall end regardless of the amount of outs.

Homeruns are allowed and shall not be limited in any way.

**Note:** *This rule does not apply to the 6th inning in the regular season and any inning during the playoffs. Scoring will continue in the final inning until the team batting has reached their three outs or won the game.*

### **6.0 Fielding**

All teams shall field no more than 10 players in the field.

Defensive players shall not be in the base line save for those attempting to make a play on the ball.

If a defensive player enters the base line or blocks a runner's access to a base in an attempt to stall a runner, the runner shall be declared safe at the base they were running to. It is the responsibility of the defensive player to get out of the base line when on defense and not involved with the play.

**Note:** Any fielder who intentionally obstructs a runner's path to the next base (or home plate) shall result in a dead ball situation. Rule 4.0 applies. If the head referee (in consultation with the first base referee) determines that the defensive player has obstructed the runner from achieving the next base (or home plate) they shall have the ability to award the next base (or home plate) if they feel that the runner would have been safe.

No defensive player can advance from their position until the ball is hit.

No defensive player can purposefully drop a hit fly ball in an effort to force a double play.

**Note:** If either referee deems that any fielder has purposefully dropped a fly ball on the infield to cause a double play, the player that would advance to second will be granted second base and the batter shall be called safe.

**Note:** When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

### **6.1 Outfielders**

A team may have no more than 4 outfielders.

Outfielders shall remain at their position in the outfield advancing no further than the outfield demarcation cone before the ball is hit. Once the batter has made contact with the ball, the outfielders are free to move about the field.

If a ball is caught by an outfielder who has passed the outfield cone before the batter has made contact with the ball, the hit shall be considered a single and the batter shall take first base. Any other runner shall advance to their next base.

### **6.2 Infielders**

A team may have no more than 6 infielders. If a team is not fielding a catcher (less than 10 fielders), that team may have no more than 5 infielders.

### **6.3 Catchers**

The catcher shall remain behind the batter at all times. If a team is fielding the maximum 10 players, that team must field a catcher.

Catchers and home plate umpires shall be responsible for moving dropped bats out of play after a hit has occurred.

**Note:** Catchers shall wear the HHSB provided catcher's mask while behind the plate during the delivery of a pitch.

### **6.4 Ball In Play**

Once the pitcher has control of the ball within the infield, the play shall be dead and no runners can advance any further. Once in control of the ball within the infield, if the pitcher attempts to tag a runner, play continues and runners may advance.

**Note:** The pitcher must be returning to the pitching stripe, not fielding the ball or attempting to make a play on the runner for the play to be considered dead.

### **6.5 Substitutions/Switches**

Substitutions can only occur when play is dead.

When substitutions occur, the home plate referee must be alerted. Play shall not resume without the home plate referee's approval.

Once an inning begins, fielders can only switch positions if they are replacing an injured player.

*Please note: switching defensive positions based on the batter or gender of the batter is not permitted. If the situation should arise where a fielding team does not have 10 players, the fielders they do have must remain in the same position for the entire inning.*

Defensive substitutions do not need to be gender neutral as long as the team maintains a minimum of 4 women in the field.

If a team is playing with less than 10 players in the field, players can be added to the field at any point during the inning, when play is dead, without removing a player.

#### **6.5.1 Injured Players**

Any player who is injured and does not bat cannot play.

All injured players who do bat are required to get to first base in order to warrant a pinch runner. Any runner that makes it to first base, but needs a pinch runner due to injury shall be replaced on the base by the last player of the same gender who has recorded an out.

If a player is injured while playing the field said player can be substituted out for a player when the ball is not in play. While the substitute fielder does not have to be of the same gender as the injured player, the balance of men to women on the field must remain as detailed above (minimum 4 women on the field at once for a full 10 person defensive alignment). The home plate referee and the opposing captain shall be made aware of the change.

**Note:** It is at the injured player's discretion to continue to play or not, however if the home plate referee or the league feels that they could potentially be doing damage to themselves, **Happy Hour Softball** reserves the right to overrule said player's decision.

#### **6.5.2 Ejections**

Any player conducting themselves in an unsportsmanlike manner can be ejected at the discretion of the referees.