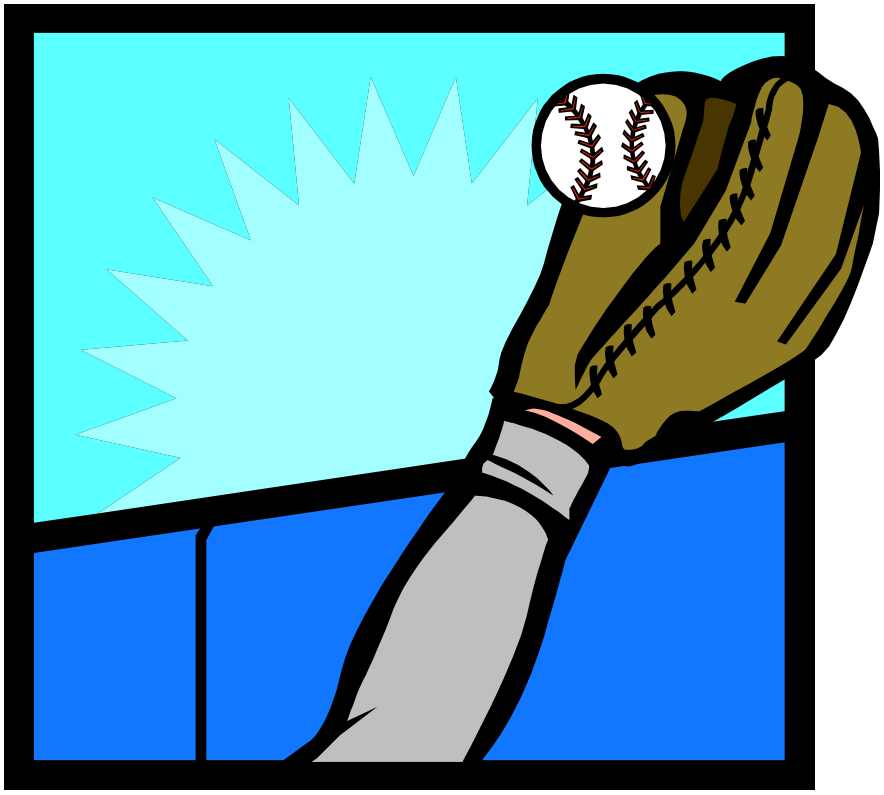
APEX

PARKS, RECREATION & CULTURAL RESOURCES



MEN'S B, C & D SOFTBALL RULES FALL, 2016

APEX PARKS, RECREATION & CULTURAL RESOURCES

I. CONSTITUTION

1.00 NAME

1.01 The name of this organization shall be "**Apex Men's B, C-American/National & D-American/National FALL"** Softball Leagues", herein referred to as League, sponsored by the Apex Parks, Recreation, and Cultural Resources Department (APR&CR).

2.00 PURPOSE

2.01 The purpose of the League is to provide, to as many residents of Apex and the Apex area as possible, the opportunity to play softball. The League will promote, regulate, develop and conduct competitive play and good conduct among affiliated members, APR&CR will develop and administer rules that will be for the general good of the League. and have sole authority over the operation of the league.

3.00 MEMBERSHIP

3.01 Membership in each league shall be open to a maximum of **Six (6)** organizations per division. All teams must comply with the rules and regulations as set forth herein. All teams must qualify for membership in the league through the priority point system as established by APR&CR.

3.02 Priorities: Points will be awarded in three areas:

1) ***Corporate Sponsor of the team*** - 5 points awarded for teams sponsored by a corporate taxpayer of the Town of Apex.
2) ***Returning Teams*** - 5 points awarded to returning teams from last fall. A returning team is defined as a team composed of **ten or more players** from the previous fall season's team roster.
3) ***Resident Players*** - One point will be awarded for each Town of Apex resident; maximum 20 points.
4) **False Resident** – players that sign-up with a false address, claiming to be an Apex resident, will cost their team minus one point.

NOTES: 1. Maximum points that may be obtained by a team is **30 points**.
2. The original percentage of Apex residents ***may not*** be lowered by adding players.
3. Team rosters must be submitted, fully completed, prior to deadline in order to be eligible for League consideration

4. Each team must submit **no less than twelve (12) individual players completed registration forms at the time of registration**; no more than twenty (20) players.

3.00 MEMBERSHIP - Cont'd

5. Players must complete an individual registration form which must be submitted to the department prior to practicing/playing. *Any player or coach forging*

names/signatures on the individual registrations forms will automatically be disqualified from participation in the program for 1 calendar year from the point of discovery.

3.03 TEAM PLACEMENT:

APR&CR reserves the right to place teams in either league once a determination has been made concerning the strength of the submitted roster.

4.00 GOVERNMENT

4.01 The business of this League shall be delegated to an appointed representative of APR&CR. Department.

II BY-LAWS

1. RULES

1.01 Official ASA Playing Rules will be used except where changes noted.

NOTE: **B-league** will have only four (4) over-the-fence home runs per game.
C-league will have only three (3) over-the-fence home runs per game.
D-league will have only two (2) over-the-fence home runs per game.

1.02 ALL BATTERS go to the plate with a One & One count on them and are allowed one foul after two strikes.

2.00 FEES

2.01 All teams submitting an application to play in the- League must pay an **entry fee** of **$500 (Includes Game and Trophy Fees) and Non-resident (NR) fees of $25/player by July 1, 2016** ***before 4pm***. Fees will not be refunded if a team is expelled or withdraws once the season schedule is released.

Any team that wishes to withdraw from an organized adult athletic league shall receive a full refund, less **50%** of the base entry fee if the team representative (i.e. the person denoted on the team registration form (ONLY) notifies APR&CR Department, in writing, prior to the announcement of the league schedule. The league schedule is considered to be announced at the time schedules are mailed/emailed to the respective teams. ***ONCE THE SCHEDULE IS ANNOUNCED NO REFUNDS WILL BE REWARDED.***

2.02 Any team **forfeiting two (2) games** will be required to pay a reinstatement fee of $50 in order to continue participation in the program. **Forfeiture of three (3) games** will result in expulsion from the League.

3.00 OFFICIALS

3.01 ASA Umpires shall be assigned to all scheduled League games when possible.

3.02 Home team may be requested to provide official scorekeeper.

4.00 REGISTRATION AND ELIGIBILITY

4.01 Players must be ***17 years old prior to 8/1/2016***

4.02 All **registration fees must be paid by July 1, 2016** ***before 4pm***.

4.03 Team managers are responsible for the enforcement of and adherence to all eligibility rules and submission of a minimum of 12 individual registration forms no later than **July 1, 2016 *before 4pm*.** *Please understand that after your original registration; Due to the different strengths of the divisions you are only allowed to add a maximum of three players to your roster before the deadline of* ***August 19, 2016 before 4pm****.*

4.04 An eligible player in the League is one registered and playing with only one B, C, or D league team.

4.05 Any player that is in violation of above regulations will be suspended for the remainder of the season, and the team will forfeit all games he/she played in. (Exception: "4.04" Only the player participating in more than one Town of Apex Men's League will be suspended for one calendar year; but the teams he/she has registered with will not have to forfeit the games he/she participated in.)

4.06 NEW - ID CHECKS: All players will be subjected to ID checks before they can play in their first game of the regular season. In addition, if the legality of a player is questioned the field supervisor can request to see a players picture ID during any game of the season or tournament. If the player does not have a picture ID on their person they can finish the game but must come into the Apex Community Center before the end of the next business day and present their identification to the program supervisor. Business days are considered from 8am until 5pm Monday through Friday excepting Town approved holidays. If the player does not present their ID within the allotted time he/she will be considered an **illegal player and will be, along with the head coach or acting head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.**

5.00 PLAYING TIME

5.01a A team failing to place at least **eight (8) eligible players** on the field at game time will forfeit the game. Starting time shall be as indicated on the playing schedule.
NO INFIELD PRACTICE BEFORE ANYGAME. TEAMS MAY USE THE OUTFIELDS.

5.01b After game begins, you may add to the ninth* then tenth (10) player by adding to bottom of the batting order **through the third inning.**
* NO OUT will be assessed for the missing ninth or tenth position.

5.02 There will be **no grace period** for any games. A team having eight **(8)** players present at game time must begin play immediately or the umpire, after fair warning, may forfeit the game.

5.03a Game time is as indicated on the schedule. **No new innings shall be started after 60 minutes of playing time.** ***The supervisor's timer shall be the official time piece.***
Interpretation: A new inning begins at the time the third out occurs in the previous inning.
Exception: Forfeited Game--If both managers agree, game may be started prior to scheduled game time.

5.03b Games **tied** after **60 minutes of play** and/or 7 complete innings **shall continue play until a winner can be declared.**

5.04 AFTER A COMPLETE INNING (OR IF THE HOME IS AT THE LIMIT OR REACHES THE LIMIT DURING ITS AT BAT) A GAME WILL END WHEN A TEAM IS AHEAD - 20 RUNS AFTER 3 INNINGS, 15 RUNS AFTER 4 INNINGS OR 10 RUNS AFTER 5 INNINGS.

5.05a Teams whose line-ups are reduced due to injury may continue play as long as they field **8 eligible** players. Scorers will **skip** these positions in the batting order for the remainder of the game - no penalty is charged. An injured player may be replaced by anyone not in the current lineup. **If a runner is needed, use the last out for that team.**

5.05b Teams whose line-ups are reduced due to ejection may continue the game as long as they field eight (8) **eligible** players. An out will be scored each time the vacated position comes to bat.

5.06 A maximum of **four (B-league), three (C-League) or two (D-league)home runs** (over-the-fence) will be allowed per game per team. All other hits over-the fence will be called **an OUT** and runners on base **MAY NOT** advance.

NOTE LOCAL RULE: No player shall be removed from the game for excessive home runs.

5.07 ***NO STEALING***

5.08 All leagues may make use of one or two **EXTRA PLAYERS (EP)** not DH. If an EP is used, it must be made known prior to the start of the game and be listed on the line-up sheet in the regular batting order. Failure to **complete the game with 11/12 batters** as a result of an ejected player, results in **an out being scored each time the vacated EP position comes to bat**. If **11/12** players cannot be used **due to injury or illness**, the batting position is **skipped over** with no out being given. The EP may be substituted for at any time; the batting order must stay the same.

5.09 **NEW - COURTESY RUNNER:** Any eligible player on the official line up including substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. A courtesy runner is in the game when reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out and removed from base to take their turn at bat. A second courtesy runner is not permitted at this time. Also, courtesy runner may not run for an existing courtesy runner except for an injury.

6.00 POSTPONED GAMES

6.01 In case of inclement weather, team contacts are to call the **Activity Information Hotline 249-3348** after 4:00pm to obtain game conditions. Rain make-ups will be rescheduled for the nearest available opening. [Teams must be prepared to play make-up games on weekends as well as weekdays]

6.02 In regular season play a game called by the umpire/field supervisor shall be regulation if at 4 ½ innings (home ahead) or 5 complete innings (visitors ahead). If the game is called half way through the 6th or 7th inning the winner will be determined by who was leading at the end of the last completed inning. The umpire/field supervisor is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. *This rule will not apply to tournament play in which all games will continue from the point of suspension as rescheduled by the department.*

When games are made up that have been partially completed, teams only have to field eight players. If in the originally scheduled game a team had any more than eight players those missing players/positions in the batting order for the makeup game will not be counted as outs. If teams have additional players at the site for the makeup game they can be placed in the lineup as substitutes.

7.00 ROSTERS CHANGES

7.01 **No more than 20 players** shall constitute the eligibility roster of any team.

7.02 Teams are encouraged to submit a full 20 man roster at the beginning of the season. Should a team need to make roster adjustments after **July 1st, but before August 19th, they may add a maximum of three (3) players to their roster**. After **August 19th** teams must follow the exception below.

Exception: **Once in a season**, when forfeiture is eminent, ***before September 2, 2016*** a team may reduce its roster to less than fourteen (14) players and then add players filling back to a maximum of fourteen (14) players on its roster at the program supervisors discretion. All waivers and non-resident fees ($25 each) **must be signed and paid BEFORE a player is eligible.**

AFTER PRACTICES BEGIN A PLAYERS NON-RESIDENT FEES WHO HAS BEEN DROPPED CAN NOT BE COUNTED TOWARDS A NEWLY ADDED PLAYERS NON-RESIDENT FEES.

8.00 PROTEST

8.01 The only legal protest is one involving an interpretation of playing rules or the use of an eligible player.

8.02 If a manager decides that an umpire's decision is in violation of the playing rules and intends to register a protest, he shall **notify the umpire and field supervisor immediately of protest...before the next pitched ball.** The umpire shall inform the opposing manager and the scorekeeper who shall enter the protest in the official scorebook. All protests of this nature shall be submitted to APR&CR in writing and accompanied by a **$50 protest fee** (checks made payable to APR&CR), within 48 hours, Saturday & Sunday not included. If a protest is ruled against the umpire's decision, the fee will be refunded.

8.03 The scorer's table is required to stop play and notify the plate official any time an illegal player is suspected/discovered involved in a game. Play will resume if the player is declared legal; if the player is illegal, a forfeit is declared and the offending team's head coach and illegal player will be suspended from play in APR&CR programs for one calendar year.

8.04 The team protesting ineligible players does not have to notify the umpire at the time of game in question; however, this protest must be made in writing to the League within 48 hours after said game. Protest must be accompanied by a **$50** protest fee (checks made payable to APR&CR) Saturday & Sunday not included.

8.05 If the protest of an ineligible player(s) is upheld, the protest fee will be returned and the team in question will lose by forfeiture ALL games in which said player(s) participated.

NOTE: If the legality of a player is questioned the field supervisor can request to see a players picture ID. If the player does not have a picture ID on their person they can finish the game but must come into the Apex Community Center before the end of the next business day and present their identification to the program supervisor. Business days are considered from 8am until 5pm Monday through Friday excepting Town approved holidays. If the player does not present their ID within the allotted time he/she will be considered an illegal player and will be, along with the head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.

9.00 EQUIPMENT

9.01 Each team shall furnish all team equipment necessary for each game.

9.02 Bats: APR&CR WILL REQUIRE THE ASA STAMP ON BATS

For Apex leagues a legal bat shall be of:

- **All Titanium are illegal**
- **shall be determined by ASA Rules & Regulations-**
  See www.asasoftball.com/about/certified_equipment.asp
  for a listing of bats in compliance and a list of bats not in compliance.

Maximum weight: 38 ounces
Maximum length: 34 inches
Able to pass through an umpire's ring
Have a circumference that is round and smooth
Not be titanium

NOTE: Should an injury occur, the bats and balls involved will only be confiscated if the coach with the injured player request that the equipment be taken. Once the equipment has been taken it CAN NOT be used for the remainder of the game and it will be held by the APRCR until pending accident investigation. Please see below to find out the penalty for use of altered and/or illegal-banned equipment.

- If the legality of a bat is questioned (including whether or not it has been altered from its original manufacturer's condition) by the opposing team during a game the supervisor will, at the next opportunity, mark the bat with an APRCR sticker tag and will place it on a bat rack hanging on the fence between the field supervisor and the teams dugout, in plain sight of the umpires, supervisor and both teams. If the challenge is during a time at bat, the batter will be allowed to complete the time at bat before the bat will be marked. The team will be able to use the bat for the remainder of the game but after each at bat where it is used, it must be returned to the rack. As

soon as practical following the game, the field supervisor will turn the bat in question over to APR&CR and the Program Supervisor in charge of Adult Softball will rule, to the best of his ability, whether the bat has been altered or is an illegal-banned bat by ASA standards. The ruling of the Recreation Program Supervisor will be final and may not be appealed. Once the determination has been made as to whether the bat has been altered and/or is illegal-banned, it will be returned to the owner. The following guidelines must be followed precisely in order to protest an illegal / altered bat.

- *When a bat is protested at the field, a $50.00 protest fee must be submitted to APR&CR within 24 hours of the scheduled game start time for the protest to be considered valid. Saturday & Sunday not included Checks should be made payable to Town of Apex. Town of Apex will make every attempt to rule on the bat within 48 hours after it is submitted. If the bat is found to be legal the $50.00 protest fee will be kept by the APR&CR. If the bat is found to be illegal the $50.00 protest fee will be returned to the protesting team consistent with the Town Finance Department procedures and the bat will be disqualified from further use.*

- Failure to pay the protest fee within the specified time, will prohibit the protesting team from protesting the legality of opponents bats for the remainder of the season.

- Once protested at the field, if the team and/or coach refuse to allow the field supervisor to tag the bat and/or refuse to turn in the bat to the field supervisor at the end of the game, the team's Head Coach will automatically receive a suspension of one calendar year from the league (without the right to appeal). In addition, the game in question will be forfeited and the owner of the bat will be suspended for 3 calendar years (without the right to appeal).
- If a bat is found to have been altered, or is otherwise determined to be illegal, the team's Head Coach will receive a one calendar year suspension and the owner will be suspended from the league for three calendar years.
- A second time offender under this altered or illegal-banned bat suspension process will be suspended from the APR&CR adult softball league for life.

9.03 The penalty for use of illegal equipment shall be forfeiture of any and all games it is used.

9.04a GAME BALL must be OPTIC YELLOW IN COLOR, ASA STAMPED and RED STITCHED WITH 52 COR 300 compression - **Comments:** Removes the 44/375 12" ball as an approved ball for all Men's Adult Slow Pitch.

9.04b We do hit "your own ball" in Men's B, C & D Leagues. If a team fouls off a pitch, that team is responsible for putting an acceptable ball into the game.

9.05 All catchers are urged to wear a catcher's mask.

9.06 ***AT NO TIME ARE CHILDREN ALLOWED IN THE DUGOUT!!!***

9.07 PITCHING DISTANCE IS **50 FEET. Bases are set at 70 feet.**

III. UNIFORMS

All players must wear same jerseys or shirts with numbers by **8/8/16**. Before the uniform deadline of **8/8/16** the jerseys being worn must have numbers on them for identification purposes; it is illegal to use any tape or marker as a number. Team members cannot have the same numbers; it is illegal to use any tape or marker as a number. **A TEAM'S GAME JERSEY IS TO BE THE OUTTER MOST GARMET SO THE STAFF AND OPPONENTS MAY CORRECTLY IDENTIFY THE PLAYERS. No steel or metal cleats will be allowed.**

Penalty: Player will not be allowed to play; NO OUT shall be awarded for vacated man in batting order should a legal substitute not be available.

NOTE: Jerseys are considered to be matching if the primary color of the shirts are the same, the primary color of the numbers are the same, and the team name/logo (as listed on the team roster) on the jersey is the same. The supervisor's decision in this matter shall be final.

IV. TOURNAMENTS/SEEDINGS

A Double elimination tournament will be held at the completion of the season. In the event of a tie in the final league standings of two or more teams, the tie shall be broken by first determining which team won over the others most times in regular season play. If this results in a tie for first place, we will determine the best record for each of the tied teams against the third seed first and then the fourth seed etc., (This option will only be used to determine the 1 seed; all other seeds will be determined by the flip of a coin). If this still results in a tie for first, a flip of a coin will break the tie.

V. GENERAL

All authority not covered in these Rules and Regulations shall be invested in the Apex Parks, Recreation and Cultural Resources Department. The League will have jurisdiction over all managers and players. Amendments may be made to these rules by the League as circumstances dictate.

VI. PLAYERS CODE OF CONDUCT

All players shall be guided by the following:

1. NO PLAYER OR COACH shall refuse to abide by an official's decision.
2. NO PLAYER OR COACH shall be guilty of objectionable demonstration of dissent at an official's decision.
3. NO PLAYER SHALL, other than the manager or captain, discuss with an official in any manner the decision reached by an official.
4. NO PLAYER OR COACH SHALL be guilty of using unnecessary rough tactics in the play of the game against an opposing player.
5. NO PLAYER OR COACH SHALL be guilty of personal verbal abuse upon any official for any reason.

6. NO PLAYER OR COACH SHALL be guilty of physical attack as an aggressor upon any players, official or a spectator.
7. NO ALCOHOLIC BEVERAGES are allowed on town property, on which the facility for this League lies. Anyone violating this rule is subject to arrest and expulsion from the League.

   NOTE: A player suspended may appeal this suspension to the APR&CR. Retaliation is not a point of argument concerning code of conduct.
8. NO PROFANITY IS ALLOWED IN TOWN OF APEX PARKS. OFFENDING PLAYERS/COACHES WILL BE SUBJECT TO IMMEDIATE EJECTION; POSSIBLE SUSPENSION; POSSIBLE EXPULSION FROM THIS LEAGUE

PENALTY: For the above unsportsmanlike acts as enumerated in Items 1-8, a player or coach shall be ejected from the game. Any time a player or coach is ejected by an official or a supervisor, that player or coach shall be automatically suspended for a minimum of the next game his team plays in. More games can be added to the suspension at the determination of the Program Supervisor. If suspended, a player may not be on the field or in the teams dugout. Failure to abide by this will result in forfeiture of that game. A player ejected, must leave the playing site immediately. Game suspensions may apply to regular season games, tournament play and, may at the discretion of APR&CR, be carried over to the next season the player or coach registers for.

I. AWARDS

[Approved by B, C & D Coaches]

1st Place Season:	Team trophy plus 20 individual shirts.
2nd Place Season:	Team trophy only.
1st Place Tournament:	Team trophy only.
2nd Place Tournament:	Team trophy only.

COACHES CORNER

1. The deadline to register a team is **July 1st, before 4pm**. League size is limited; a minimum of 4 teams is required to have a league. Six (6) teams will be assigned to each league.
   To register a team; a minimum of 12 individual registration forms must be completed and turned in at the time of registration. Due to the different strengths of the divisions, after your original registration you are only allowed to add a maximum of three players to your roster before the deadline of ***August 19, 2016 before 4pm****.*
2. Coaches are responsible for the completion of a registration form/waiver form by each of their players; teams must have a minimum of 12 registration forms at the time they come in to register. Coaches are also responsible for paying the team fee at the time of registration.
3. Most **rain makeups** will be played at the earliest open date. Contact APR&CR (**249-3402**) after two workdays for date and time of your rain makeup game.
4. No players may be added **after, August 19th**.
   EXCEPTION: APR&CR reserves the right to allow players to be added due to a possible forfeit situation. (see rule 7.02)
5. All pre-season coach information will be sent by email.
6. Practice begins the week of **July 11th**.
7. Games begin the week of **July 25th**.
8. Games for **B-League** are **Tuesday & Thursdays at 7:00, 8:00 & 9:00pm at Hunter Street**
   Games for **D-League** are **Mondays & Wednesdays at 7:00, 8:00 & 9:00pm at SMS / HSP**
   Games for **C-League** are **Tuesdays & Thursdays at 7:00, 8:00 & 9:00pm at SMS**
9. Games will be re-scheduled on a first date availability basis ... be prepared to play makeup's on weekends or week days. **Jaycee Park may be used for make-up games.**
   9A. The APRCR reserves the right to move games to different fields if other fields are available and playable.
10. APR&CR Adult Softball Leagues <u>will not</u> abide by the ASA rule with regards to players wearing ballcaps <u>nor</u> will they abide by the dugout rule, players may leave their dugout during their game.
11. **<u>NO TOBACCO PRODUCTS</u>** OF ANY NATURE ARE ALLOWED IN THE DUGOUT OR ON THE BALLFIELD. NO SMOKING OF ANY KIND, **INCLUDING E-CIGARETTES**, IS ALLOWED IN THE DUGOUT OR ON THE BALLFIELD.
12. Call the **Athletic Hotline at 249-3348** for game information.

13. NO INFIELD PRACTICE BEFORE ANYGAME. TEAMS MAY USE OUTFIELDS FOR PRE-GAME WARM-UPS.
14. We will hit "your own ball" in Men's B, C & D leagues

APR&CR Men's Softball Rule Recap

NEW RULE: **ID CHECKS:** All players will be subjected to ID checks before they can play in their first game of the regular season. In addition, if the legality of a player is questioned the field supervisor can request to see a players picture ID during any game of the season or tournament. If the player does not have a picture ID on their person they can finish the game but must come into the Apex Community Center before the end of the next business day and present their identification to the program supervisor. Business days are considered from 8am until 5pm Monday through Friday excepting Town approved holidays. If the player does not present their ID within the allotted time he/she will be considered an **illegal player and will be, along with the head coach or acting head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.**

NEW RULE: **COURTESY RUNNER:** Any eligible player on the official line up including substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. A courtesy runner is in the game when reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out and removed from base to take their turn at bat. A second courtesy runner is not permitted at this time. Also, courtesy runner may not run for an existing courtesy runner except for an injury

RUN AHEAD RULE: AFTER A COMPLETE INNING (OR IF THE HOME IS AT THE LIMIT OR REACHES THE LIMIT DURING ITS AT BAT) A GAME WILL END WHEN A TEAM IS AHEAD - 20 RUNS AFTER 3 INNINGS, 15 RUNS AFTER 4 INNINGS OR 10 RUNS AFTER 5 INNINGS.

- OVER THE FENCE HOMERUNS: *B-LEAGUE=4; C-LEAGUE=3; D—LEAGUE=2*
  ALL OTHER HOME RUNS = AN OUT
- NO NEW INNING AFTER 60 MINUTES OF PLAY
- MAY ADD TO 10 IN BATTING ORDER *THROUGH 3RD INNING* - **LATE ARRIVING PLAYER MAY BE USED AS A SUB.**
- ONLY LEGAL PLAYERS THOSE ON ROSTERS AT SCOREKEEPER'S TABLE
- **ONLY ASA APPROVED AND STAMPED BATS ARE LEGAL. ALL TITANIUM BATS ARE ILLEGAL**

We will hit your own ball in Men's B, C and D leagues

- **NO STEALING**. PITCHING DISTANCE = 50 FEET, BASES 70 FEET
- SAME JERSEYS BY **August 8th games** OTHERWISE INELIGIBLE PLAYER
- HEARABLE CURSING = SUSPENSION UP TO OR A MINIMUM OF 1 GAME
- A STARTER & HIS SUB MAY RE-ENTER THE GAME ONLY ONCE

- ***BATS MUST BE STAMPED ASA.*** BATS MUST BE RUNG EVERY GAME.
- PLAYERS GO TO BAT WITH 1 & 1 COUNT AND ARE ALLOWED ONE FOUL AFTER TWO STRIKES… IN ALL LEAGUES
- INJURED PLAYER: SKIP SPOT IN BATTING ORDER, MAY BE REPLACED BY A SUBSTITUTE OR IF NONE AVAILABLE, REPLACEMENT RUNNER IS THE LAST OUT FOR THE TEAM.
- SLIDE RULE: ORDER TO PREVENT INJURY AND PROTECT THE DEFENSIVE PLAYER ATTEMPTING TO MAKE A PLAY ON A RUNNER, THE RUNNER *MUST BE CALLED OUT* IF HE REMAINS ON HIS FEET AND CRASHES INTO A DEFENSIVE PLAYER HOLDING THE BALL. IN ORDER TO PREVENT THE CRASH RULING, THE RUNNER CAN SLIDE, JUMP OVER THE TOP OF THE DEFENDER HOLDING THE BALL, GO AROUND THE DEFENDER (IF OUT OF THE 3 FOOT LANE, THE RUNNER WOULD BE CALLED OUT), OR RETURN TO THE PREVIOUS BASE TOUCHED.
- ***NO STEALING IN APEX ADULT SOFTBALL LEAGUES***

NO INFIELD PRACTICE BEFORE ANYGAME. TEAMS MAY USE OUTFIELDS FOR PRE-GAME WARM-UP