

Chelsea Park Softball League NYC - Field Rules

- 1) At CHELSEA PARK the trees do not exist except down the left field line. A batted ball hitting the tree down the left field line will be considered a foul & a dead ball. A batted ball hitting a tree anywhere in the park not down the left field line is in play (this includes the trees down the right field line). If it is caught before it hits the fence, ground, non-player or other stationary objects, it is an out. If it falls from a tree & hits the ground only, it is a fair ball, depending on where it l&s. If a batted ball hits an outfield tree & falls over the fence, the ball is considered to be not over the fence, & the same rules apply.
- 2) At CHELSEA PARK, any batted ball hit over the fence between the right field foul line & the SECOND fair light pole (Center Field) is a ground rule single, with runner advancing ONE base. Between the second fair light pole (Center Field) & the third fair light pole (Left Center) is a double. Over the fence anywhere else in fair territory is a home run. If a batted ball bounces over the left field fence (in excess of 300 feet), it is a home run. Balls going through or under the outfield fence are subject to the same ground rules as balls going over the fence.
- 3) At CHELSEA PARK, if a batted ball hits a light pole or fixture at the top of the pole & continues over the fence, it is a single if it hits the second fair light pole & a double if it hits the third fair light pole from the right field line. If the ball rebounds into the playing field after hitting any light pole or fixture, it is a live ball & is in play as if it had hit the FENCE, not a tree. Any batted ball that hits a light pole or fixture will NOT be ruled an out if a fielder catches the ball before it hits the ground. Any batted ball getting stuck in a tree will be ruled a ground rule single, double, home run, or foul ball depending on where it was stuck relevant to the fence & the playing field.
- 4) The ball is LIVE if it leaves the pitchers area (circle) after being thrown from the catcher or another fielder. Runners are allowed to advance at their own risk, but the runner must return to the base BEFORE he will be allowed to advance on an errant throw.
- 5) Teams can play the entire game using as few as 7 players, but any team that uses less than 9 players will receive an automatic out(s) at the bottom of the order for every time players 8 & 9 in the batting order are scheduled to bat. A team MUST begin the game at five minutes after official game time if it has 9 players present. If a team has less than 9 players present, it may choose to delay the start of the game beyond 5 minutes, but with the following penalties: 1) a delay beyond 5 minutes after game-time but not more than 10 minutes, will result in the forfeiture of the FIRST batting inning of the offending team; 2) a delay beyond 10 minutes after game-time but not more than 15 minutes, will result in the forfeiture of the first TWO batting innings of the offending team; 3) a delay beyond 15 minutes after game-time will result in the forfeit by the offending team.
- 6) MERCY RULE: If one team leads another by 10 runs or more at the end of 5 innings, the team leading will be declared the winner. After 5 innings the first team that leads by 10 runs or more is immediately declared the winner.