The Villages
Ladies Recreation Division 1
Softball League Rules

Revised January 22, 2026

NOTE: Ladies D1 Rules Supersede SSUSA Rules

SSUSA Rules (https://seniorsoftball.com) are the official rules for The Ladies Recreation Division 1 Softball League with the additions and modifications included in this document. The Villages Community Development District Recreation Program is governed by the VCDD Recreation Softball Procedures.

LADIES DIVISION 1 SOFTBALL BOARD ("The Board") RESPONSIBILITIES:

Adverse Weather: The Board, with input from the The Villages softball field crews, will together determine whether or not a game will be canceled due to weather. If a game is canceled, either the team manager and/or a Board Member will contact players via email.

- Rain & Lightning during a Game: The umpire controls when to stop a game for rain and lightning. Lightning has a "stop play" action for 30 minutes after the visual sight of lightning.
- Temperatures: The Board will cancel/postpone play if the outside temperature is below 50 degrees or the outside temperature heat index is 104 degrees or higher. Both of these temperatures will take into consideration the "Feels Like" temperature, including wind chill and heat index.
- An Umpire, Board Member, or if both managers agree, the game may be cancelled.
- The Board will also have the discretion to change game times, within reason when temperatures are below 50 degrees or 104 degrees or higher.

Draft: Teams are determined by an open draft chosen by team managers in the presence of the Board Members with the goal of achieving teams of equal playing strength.

If a manager is unable to attend the draft, they are permitted to conduct the draft virtually or have another D1 player draft in their absence, but no other substitutions are permitted.

Additional Board Responsibilities:

- Organize league play, establish season schedules, and schedule umpires
- Develop and distribute league rules
- Coordinate all substitutes
- Encourage Division 1 players to participate with the Recreation Department New Player Evaluation Program
- Board Members will recommend/approve Evaluators and submit to the The Villages Head of Evaluations
- Communicate with newspaper regarding game results and softball events related to Ladies Division 1
- Assist with any activities that enhance the Division 1 League
- Approve Team Manager Candidates
- Initiate disciplinary action when needed as outlined on Page 3

MANAGER RESPONSIBILITIES:

- Notify the Sub Coordinator when a sub(s) is needed. Be prepared for sub selection at 6:00pm the evening before the game. Managers will have no more than 30 mins to respond. If after the 30 mins, the manager will forfeit their pick until the next round of subs and the process repeats itself.
- Notify players when games are canceled and/or delayed.
- Complete Lineup Form and Scoresheet and submit to the Scorekeeper before the start of the game. Changes can be made to the lineup any time before the game starts.
    - All players must be included in the batting order.
    - For the Lineup Form:
        - Substitutes are placed after the roster players and designated as a "Sub."
        - Only first names need to be printed on the form
    - For the Scoresheet:
        - Pitchers are noted with a "P"
        - All players must have their first and last names printed and in their batting order.,
    - Managers may request the opposing team's Lineup Form.
- Maintain the proper conduct of players while in the dugout and on the field. Any violations should immediately be brought to the attention of a Board Member.
- Only roster players or subs are permitted to coach the bases. At no time should there be a non-playing person assisting with the game or in the dugout.
- Use a rotation pattern so that when there are more than 11 players on the Lineup Form, all players will play a defensive position, and no player will sit out more than one inning at a time.
- The home team manager will arrange to have a scorekeeper and an announcer in the booth for all games before or after their team is scheduled to play. Managers and umpires are not required to work the booth.

PLAYER RESPONSIBILITIES AND PROPER CONDUCT:

Be evaluated by the Villages Recreation Softball Evaluation Committee as a Division 1 player before participating.

- Complete a Registration Form (for each season of play).
- Arrive 30 minutes prior to scheduled game time.
- Come prepared with the proper uniform and equipment.
- Inform the team manager when not available to play allowing ample time to arrange for a sub player.
- Follow the policies set forth by the Recreation Department and The Board as listed below:
    - No golf carts inside the Softball Complex.
    - No smoking (including E cigarettes) within 20 feet of dugouts and concession stand area.
    - No pets or children in the dugout.

By signing the Ladies Softball Recreation League Registration Form, players agree to play by The Villages Code of Conduct as follows:

- The use of obscenity, profanity or vulgarity in any conversations involving participants will not be tolerated.

- It is everyone's responsibility to maintain a safe, pleasant and comfortable playing atmosphere.
- Every individual who participates in this program has the right to be treated with respect. No one should be disparaged or criticized in front of her teammates and spectators.
- Bring your complaints and concerns to your manager or a Board Member in writing.
- Any player ejected from a game will be subjected to rule 3.K of the Recreation Softball Policies and Procedures (Located at districtgov.org under softball, VCDD Policies and Procedures). Players are required to conduct themselves in a sportsmanlike manner while on the property of The Villages. This includes but is not limited to the following:
  - Accept the decisions of the umpires and team managers.
  - Neither taunt, degrade nor criticize any player or umpire.
  - Avoid bodily contact that may result/cause injury to others.
  - Never commit any act that could be considered unsportsmanlike conduct.

Disciplinary Process: The Board may initiate disciplinary action for infractions of either the Code of Conduct and/or the Unsportsmanlike Behavior Policies as follows:

1. Verbal warning(s).
2. Written warning with a copy to the Recreation Department.
3. Violations reported to the Recreation Department with recommendation for player suspension.

PLAYERS' EQUIPMENT & UNIFORMS:

Bats: Shall not be more than 34 inches long, weighing less than 38 ounces, composed of one smooth surface (metal or wood) and marked with "Official Softball, BPF 1.21" or less. (Please see SSUSA Rulebook for additional bat specifications.)

Casts, Prostheses and Jewelry: Must be removed if exposed and judged by the umpire to be a safety issue to anyone participating.

Disheveled Appearance: In the umpire's judgment, if a player is making a mockery of the game by deliberate disheveled appearance, the player may be removed from the game.

Face Masks and Shin Guards: May be worn by any player.

Headwear: Approved helmets with a bill, ball caps, non-plastic visors, and headbands (to include bandana's) are to be worn properly.

Metal Cleats: Are prohibited.

Shirts: Players will wear a full-length uniform top. (No tank tops, exposed sports bras or cut offs) The home team will wear a red top. The visitors will wear a blue top.

Shoes: Must be worn by all players.

COURTESY RUNNERS:

A courtesy runner, regardless of injury, may be used at the player's request, without manager influence. The batter is permitted to advance to any base and may request a runner following the play. **A runner may only run twice per game**; exceeding this limit will result in an out.

Courtesy Runner From Home

- A batter may have a courtesy runner from home if she is injured during the (current) game or if she is playing under the Americans with Disabilities Act (ADA).
  - If a player is injured during the game, the player can utilize a courtesy runner from home plate. At the injured player's next "at bat", the injured player must declare to the umpire whether she will continue to use a courtesy runner OR run for herself. Whatever decision she makes at that time cannot be retracted.
- A courtesy runner for injury will be determined as the player on that team who made the last out. A player can only be a courtesy runner or courtesy runner from home once per inning. Any courtesy runner or courtesy runner from home found running more than once per inning will be called out.
- A courtesy runner from home may advance to any base.
- If a batter has a courtesy runner from home and the batter runs also, and touches first base after hitting the ball, she will be called out.
- If a pitch is thrown to the batter and her courtesy runner from home is not toeing the runner's line, the batter is out.
- If a batter has utilized a courtesy runner from home (twice) and fails to use that courtesy runner at subsequent at bats, the batter is out.
- Once a courtesy runner from home takes her place at the runner's line, she is officially in the game and may only be replaced in the event of injury.
- Runners Line shall be drawn by the umpire, in the dirt, three feet behind the extension of the third base line on the first base side of the home plate.

If a courtesy runner or a courtesy runner from home is on a base at the time for her turn at bat, that courtesy runner or courtesy runner from home is out and is removed from the base and will have her turn at bat unless it is the third out. If the courtesy runner or courtesy runner from home is called out and it is the third out, that courtesy runner or courtesy runner from home will have her turn at bat the next inning. The out is recorded to the batter who needed the courtesy runner or courtesy runner from home.

SUBSTITUTES:

Substitutes ("Subs") are players obtained at the request of the team manager to replace a roster player for a specific game.

Selection Process:

- Subs are obtained from the Sub Pool by the Sub Coordinator in the following order:
  - Newly evaluated players who complete their evaluation while a season is currently underway will be considered Priority Subs.
  - Priority Subs will be the first Subs contacted to play from the date they are added to the Sub List (if they chose this option after evaluations).
    - Priority Subs must play 5 games, after the 5 games they will become part of the Sub Pool and placed in the alphabetical rotation. If they requested to be a full-time player and a team is in need of a player, they may be added to that roster as a full- time player.
    - Priority Subs are not to be asked to play two consecutive games on the same day.
  - Sub List (non-roster players who have specifically chosen to be subs).
  - Roster players on the Bye team by using an alphabetical rotation.
  - Roster players who are not playing a game at the same time that the Sub is needed.
- Managers will notify the sub coordinator as subs are needed, but no later than 6 pm the night before games. If an emergency pitcher sub is needed after 6 pm please notify the sub coordinator.
  - The teams will choose subs based on their current records; the team with the most losses would have first pick and so on...in the case of tie records, the Sub Coordinator will flip a coin or pull numbers to determine the picking order.
  - Sub coordinator will gather the appropriate number of subs and provide those names to managers. This process will begin at 6 pm the night before the games. Managers need to be near their phones, so the process moves forward. If a manager does not make a pick within 30 minutes the sub coordinator will move on to the next manager and continue through each manager until all subs are designated.
- Subs are chosen from the sub pool based on availability to play and not ability.
- Subs from the Sub List are contacted on an alphabetical name rotation basis so that each Sub has the opportunity to play.
- If the sub or roster player declines to sub a game for whatever reason, they go back in the alphabetical pool until their name comes up again.
- Potential subs will have a two-hour window to respond to the Sub Coordinator if they are willing or available to sub. If the potential sub does not reply within the two-hour window, they forfeit their spot and be placed back in the alphabetical rotation.
- A sub can replace an existing pitcher if the starting pitcher is injured or requests to be replaced.
- A team may substitute a maximum of 5 Subs. More than 5 Subs constitutes a forfeit except in the case where a team's roster has fallen below 10 players due to extended absence of a player because of illness or injury. If the Board has approved that extended absence, a team may obtain a sub for that player without penalty.

Replacement of Roster Player: If a team's roster falls below 11 players, with 6 or more games remaining in the team's season, the team manager can request a permanent replacement from the Sub List. The Sub Coordinator will poll all subs for any who would like to be considered for a roster position for the remainder of the season. A list of potential candidates will be submitted to the team manager for selection. The team manager is not required to select a replacement and can continue using a sub from the Sub List for the remainder of the season.

Failure to Appear: If a roster player on the line up fails to appear after the Lineup Form has been submitted to the Scorekeeper, the manager must choose to begin the game and wait for the player on the Lineup Form to arrive or scratch that player from the Lineup Form (play with 10 players).

- If the player arrives after the game has started and has been scratched from the lineup (by the manager) the player cannot play.
- If a player who has not been replaced by a substitute or scratched from the line arrives after the start of the game and the player has only missed a maximum of two times at bat and there are not already 11 players on the roster, the player may enter the game. The "at bats" missed by the late player will be recorded as outs.
- If a substitute is needed at the last minute (i.e. late the night prior to the game, or the morning of the game) the position will be filled by the opposing team providing a catcher or that team playing short.

Sub Selection after the Start of Game:

If a substitute player is needed to replace an injured player during the game, the team of the injured player may, but is not required to, request a catcher.

- A manager/player may choose to sit out as long as there are 11 players on the roster. If a sub is needed, the manager/player must play to fill that position.
- If a player is aware at the start of a game that she cannot or may not be able to complete the game in its entirety and plays anyway, then leaves before the game is completed, that team may not replace her with a sub and will continue to play short.
  - All subsequent at bats for that player will be declared an out.
  - The opposing team does not have to reduce their number of players to make teams equal.
- If a player has to depart early due to an emergency or an injury or illness occurring during the game, the team will not be penalized, and the opposing team will provide a catcher for the remainder of the game.

SCOREKEEPING & ANNOUNCING:

Responsibility:

- Scorekeeping & announcing is the responsibility of the Home team for the game before or after the Home team is scheduled to play.
- Home team managers will provide a scorekeeper and announcer according to the schedule.
- The announcer will note on the lineup sheet the number of times a player has run during the game.

The Scorekeeper in the booth is the official scorer and will notify the umpire in the following circumstances:

- When there is a wrong batter in the batter's box.

- When a courtesy runner has already run in an inning.
- When a player takes 2nd base in a tiebreaker. It is the person who batted last.
- Where the 5th run is on base and when the 5th run has scored.

Once the Lineup Form has been submitted to the scorekeepers, changes can be made up until the start of the game (first pitch).

- If a player fails to appear before the start of the game and the manager replaces that player with a substitute (which could be a catcher from the other team):
  - Rules of Substitution apply.
  - If the player arrives after the substitute has started the game, the player is not permitted to play.
- If a game has started and a player is injured and must leave the game and is subsequently replaced with a substitute.
  - Rules of Substitution apply.

In the situations above, the Scorekeeper will draw a line through the original player's name and add the substitute's name at the bottom of the roster.

- If a player, who does not arrive by the start of the game and who has not been replaced with a substitute, arrives after the start of the game.
  - If the player has only missed two times at bat and there are not already 11 players on the roster, the player may enter the game. If the player arrives after their 3rd at bat they are no longer authorized to play, and the team plays with 10 and the player is scratched from the lineup form and the score sheet.
  - No changes are required on the Lineup Form (unless above).
  - The scoresheet will reflect the "at bats" missed by the late player as out

A Board Member will record the summary of the games and email it to the below by 2pm the same day.

Emails will be sent to:
The Daily Sun Newspaper at:

- sports@thevillagesmedia.com
- All Board Members

EJECTION FROM GAME:

Is the result of an incident that requires removal from the game by the umpire, whereby the ejected player, manager, or spectator can no longer participate in the game and must leave the playing field and the dugout.

- Any player or manager who leaves her position on the field, including the dugout, to argue balls and strikes or to argue whether a batter stepped on or over home plate, may be ejected.
- A flagrant act will require the ejected person to leave the grounds for the remainder of the game.
- An ejected player will be reported to the Recreation Department for determining suspension of play.
  - A two-game suspension is mandatory for any player ejected from a league game.
  - In the case of any physical conduct the minimum suspension is one month.
  - The Recreation Department will determine if further disciplinary action is necessary.

- The Recreation Department has the sole ability to discipline or suspend players from all recreation sponsored sports.

GAME RULES:

Five Run Limit Per Inning: A team is limited to 5 runs per inning until the last inning of the game when an unlimited number of runs may be scored.

Flip Flop Rule: Will be implemented when there is an 8 run differential and if both managers agree to it. If the team taking batting back-to-back fails to score enough runs to tie or win the game, the game is over. If the team batting back-to-back scores enough runs to tie or take the lead, the opponent then gets a turn at bat to either tie or win the game.

Forfeited Games:

- When a team does not have at least 9 players to participate.
- When a team needs 6 or more substitute players.

International Tie Breaker: Each team will start the extra inning with a base runner on second base. The game will continue until a winner is established or both managers agree to end in a tie.

- The base runner is the last batter of the previous inning.
- No substitute or courtesy runner may replace the runner until the runner has reached third base, except if the last batter had a courtesy runner from home. (e.g. She was playing under the Americans with Disability Act, or she was injured or had to leave because of illness or emergency, the runner may be replaced with a courtesy runner. That courtesy runner must be the previous batter in the lineup.

Mercy Rule: Is in effect when a team is ahead by 12 or more runs at any time after five innings have been completed. The game is declared a complete regulation game.

Official Game Times:

- A complete regulation game is 7 innings.
- A game that is tied at the end of seven innings will go to the International Tie Breaker format.
- In certain situations, a game may be reduced to five innings, with the 5th inning being the open inning.
- If a game is called due to inclement weather before the completion of the 5th inning, the game is not recorded as a win or a loss and will not be rescheduled.

Players:

- A minimum of 9 players are required to field a team.
- The maximum number of defensive players is 11.
- Extra players will rotate among other players with no player sitting out more than one consecutive inning.
- All players must be on both the lineup and scoresheet forms and bat in turn even if they are not playing a defensive position that inning.
- The use of a Designated Hitter is not permitted.

Playoff Rules (when instituted):

- A team must have 80% (ex. 9 out of 11) of their own rostered players or the game will be considered a forfeit. Players with extended injuries or illness who remain on the roster with Board approval will be provided with a sub which will not count against the 80% rule.
- The higher seeded team in a bracket will choose either home field or choice of first substitute. Whichever one the higher seed does not pick, either home field or first sub, will be awarded to the second seeded team.
- If teams are equal seeded, there will be a coin toss to determine who gets to choose either home field or choice of first substitute. Whichever one the coin toss winner does not pick will be awarded to the other team.

PITCHERS:

- A new pitcher is allowed six balls for the first five games or 35 innings pitched, whichever comes first. Thereafter, the count will revert to four balls.
- The pitcher must take a position with at least one foot in contact with the pitcher' box.
- The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand
- The pitcher is allowed 5 warm up pitches before the start of the 1st inning and 3 warm up pitches before the start of each inning thereafter.
- When a pitched ball hits the strike mat, it is a strike if the ball is within the correct arc of 6 to 12 feet above the playing surface.
- An illegal pitch is called for infractions of the pitched ball (arc or pitcher position) and will be called a ball count to the batter. If the batter swings at any illegal pitch, the illegal pitch is nullified and the result of play stands.
- No-pitch is called when the pitcher pitches a ball before the umpire has called for the pitcher to release the ball to the batter.
- Quick Pitch is not allowed. A Quick pitch is made by the pitcher with the obvious attempt to catch the batter unprepared. This would be before the batter takes her desired position in the batter's box or while she is still off balance as a result of the previous pitch.

PITCHING SCREEN:

The pitcher has the option of using a pitching screen during play with the following effects:

- The screen must be in the proper position (must face home plate and be within three feet of the pitching rubber).
- The pitcher may choose to use the pitching screen for safety reasons, if she chooses, on an inning-by-inning basis. When not in use the screen needs to be removed from the playing area for safety reasons.
- If a pitcher refuses to place the screen in the proper position, she will be removed from the pitching position.
- If a pitcher uses the screen, she must step behind the screen after every pitch. Failure to do so will result in a "ball" being called.
- A "no pitch" is declared when the ball is pitched when the screen is not in the proper position.
- Any batted ball striking any portion of the screen will be considered a dead ball. A batter is considered out after hitting a pitched ball twice into the screen or any part of the screen during an at bat.

UMPIRES:
All NEW umpires must attend a Villages Umpire Clinic, read the Rules, and shadow a current umpire before umpiring a game.

RULES OF PLAY:

Appeal Play: Can only be requested by the manager and must be made before the next pitch. (e.g. Missing a base, leaving a base too early on a caught fly ball, batting out of order.)

Batter: The batter's feet must be within or on the white line of the batter's box when the ball is pitched or the batter will be called out. The batter **CAN** have one foot out of the batters box, as long as the back foot doesn't pass the front of the plate. The batter must take the batter's position in the batter's box within 10 seconds after instructed by the umpire; otherwise, a strike is called without a pitched ball.

Batter is Out: When using an illegal bat, stepping outside of the batter's box when she hits a ball fair or foul, bunts or chops at the ball, hits a foul ball on the third strike, or hinders the catcher attempting to field the ball or throw the ball.

Batter-Runner is Out: When the batter-runner runs outside the running lane to avoid a tag, (however, running outside the baseline to avoid a collision will be at the discretion of the umpire), hits an "infield fly" ball, or interferes with the opposing player while running the bases. A runner must make every effort to avoid colliding with the opposing players. If in the umpire's judgement the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. However, the defensive player should always try to throw around a player when able.

Blood Rule: Is in effect when a player, coach, or umpire is bleeding. The game is stopped immediately, and the player attended to. If the player is unable to resume play, Rules for Substitution apply.

Chopped Ball: Is a downward swing of the bat at the ball causing the ball to hit the ground and bounce high into the air. The batter is called out.

Commitment Line: Is 20 feet from home line. Once the runner has touched or crossed the commitment line, the runner cannot return to third base, cannot be tagged, and must touch the runners' home plate. The catcher must touch any part of the White Strike Mat.

Conference by Defense: Is allowed once per inning. If attempted more than once per inning, the pitcher can be removed from the pitching position for the remainder of the game.

Conference by Offense: Is allowed one per inning. If attempted more than once per inning, the manager may be ejected from game.

Delays Due to Injury: The game is stopped by the umpire and the injured player is attended to. If the player is unable to resume play, Rules for Substitution apply. If runners are on base when Time is called, those runners should be awarded the base or bases the umpire judges they would have reached if Time Out had not been called.

Distracting the Batter: Occurs when a defensive player with deliberate and unsportsmanlike intent attempts to distraction the batter. The player distracting the batter may get a warning, be ejected from the game, and/or the batter may be rewarded first base (depending on the severity).

Double Base at First: A batted ball over the white base is fair, over the orange base is foul. During a play at the base, the fielder will use the white base and batter runner will use the orange base. When no play is being made at the base, the runner may touch either base. When a batter/ runner becomes a base runner, the double base will be treated as one and the runner and defender may use either portion at any time.

Fair Ball: Is a batted ball in relation to foul line, not the player position at time of contact with the ball. A ball touches within the foul lines, bounds over the base (first or third), ball on or over fair territory and is touched by a player, attached equipment or clothing (player or umpire), touches any of the bases, any batted ball first hitting any portion of the strike mat then settling in fair territory.

Fake Tag: Is an obstruction by a fielder. This action impedes the progress of a runner, and the runner is awarded the next base.

Force Out/Force Play: All plays are force outs. A force out results from the batter becoming a batter-runner and the ball reaches first base before the runner, or if a preceding runner advancing to the next base and the ball reaches the base before the runner. If the forced runner, after touching the next base, retreats for any reason toward the base she last occupied, the force play is reinstated, and runner may be tagged or out if ball reaches the base first. **There will be no rundowns**.

Foul Ball on Third Strike: A foul ball on a third strike is an out. If the ball is caught in playable territory in the air, the ball remains live, and runners may advance at their own risk.

Infield Fly Rule: A fair ball that can be caught with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. Any fielder can catch an infield fly. When it becomes apparent that a batted ball will be an infield fly, the umpire shall immediately declare, “infield fly-batter is out” to aid the runners on bases. Runners may advance at their own risk.

Interference: Is the act of an offensive player or team member that impedes or confuses a defensive player attempting to execute a play or if a player or base coach yells “time out” causing play to cease. A base runner must avoid a fielder making a play. Effect: dead ball situation with runner (that initiated the interference). All other base runners cannot advance.

Intentional Walk: A batter may only be intentionally walked once per game. Intentional walks do not have to be pitched to. Once the umpire is informed of the intentional walk, the batter goes directly to first base.

Intentionally Dropped Fly Ball: Is called by the umpire if the umpire believes that a fielder intentionally drops, or lets it drop, a fair fly ball, including a line drive that can be caught by a fielder with ordinary effort in an attempt to catch runners on base attempting to advance. The umpire will call dead ball, the batter is out, and all runners return to their bases they were at before the fly ball.

Obstruction: Is the act of a defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball, or a fielder who is not in possession of the ball nor about to receive a thrown ball impedes the progress of the runner or batter-runner. In both situations, the runner is awarded the base.

On Deck Batter and Batter in the Hole: Players should be ready to enter the batter's box and remove any batter equipment such as bat, helmet, or hat when "Time" is called by the umpire and shall not interfere with any defensive player's opportunity to make an out.

Overrunning Bases: A player may overrun first base without being in jeopardy. Players may not overrun 2nd or 3rd bases without being in jeopardy of being tagged out. A runner must make every effort to avoid colliding with opposing players while running the bases**. Sliding or diving to a base is optional.** If an umpire makes the determination that the player misses a base to avoid a collision, that player will not be called out **but must stop at the side of the base**.

Run Downs/Running Bases: There will be no run downs. If a batter/runner is caught between bases while attempting to advance, the batter/runner may turn back toward the previous base ONE time (without touching the base), and still be allowed to advance to the next base. Once the batter/runner turns back a SECOND time, the batter/runner is out.

Runners Can Advance: When a pitched ball is hit, on a thrown ball, on a thrown ball that hits an umpire, or when a legally caught ball is first touched after tagging up with the base.

Runners Will Be Put Out:

- When a ball is in play
- The runner is not on the base
- If after over running first base and in the umpire's judgment, there was an attempt to advance to the next base,
- The runner leaves too soon on a caught fly ball,
- If a runner is hit by a batted ball, while running, before it has passed an infielder (exception of pitcher unless she tries to play the ball) a dead ball is called.

Runners Home Plate/Defensive Home Plate: The offensive player must touch the Runner's Home Plate. If the wrong plate is touched, she will be called out. The defensive player must touch any part of the White Strike Mat before the runner touches the Runner's Home Plate for the runner to be called out. Once the runner crosses the commitment line on her way to home plate, she is committed to going home and she may not return to third base. A runner who has crossed the commitment line may not be tagged out.

Sliding: Runners are permitted to slide into 2nd base and 3rd base but do not have to be tagged by the defensive player as all outs are force outs.

The Ball Remains Live: The ball remains live until the umpire calls "time," which should be done when the ball is held by a player in the infield area, and in the umpire's judgment, all play has ceased.

Time: Time is the term used by the umpire to order the suspension of play.

Time Out: Can only be requested by the manager and must be made before the next pitch.

Warm Up: Infielders may warm up the infield with a ball before the start of the game. No warmups after the game has started.

Wrong Batter: The Scorekeeper or Booth Announcer is responsible for notifying the umpire when the wrong batter comes up to the plate. If the error is noticed after a pitch to the wrong batter, the correct batter will assume the ball or strike count. If the error is not noticed until after the incorrect batter has completed her time at bat, then the incorrect batter will be out called out, and the out is recorded in the correct batter's position who also loses her turn at bat.

Ladies Division 1 Softball Board (Effective 11/08/2025)

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