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**TALLAHASSEE PARKS, RECREATION AND NEIGHBORHOOD
AFFAIRS SOFTBALL**

PHILOSOPHY

The goal of the Tallahassee Parks, Recreation and Neighborhood Affairs Department is to provide a learning, enjoyable, exciting and satisfying recreation softball program for children.

In addition to teaching the physical skills and techniques of the game, we ask that you work with the social and emotional development of the children by emphasizing self-discipline.

Our rules are written to encourage participation and enjoyment by all, rather than a strictly competitive, win-at-all-cost-program. We hope that you will measure "success" not simply in terms of team victories, but also, in the real enjoyment of playing an exciting sport, the skills learned and having a great time!

The City of Tallahassee Parks, Recreation and Neighborhood Affairs Department provides accessible recreation facilities and programs and welcomes all citizens regardless of race, gender, religion, socioeconomic status and/or level of physical or mental ability. If you have special needs, our staff will assist you by providing reasonable accommodations. We ask that any requests for reasonable accommodations be given to us with at least two weeks notice prior to the class or program start date. It is our intent to provide a safe, successful and enjoyable experience for all.

SCOPE OF SOFTBALL PROGRAM

The following is a breakdown of the various leagues and age groups that make up our Youth Softball Program:

PARKS

Buck Lake Elementary School
Cobb Middle School (Bowl)
Lee Park
Levy Park
Meridian Park
Jack McLean Park

Some parks may be combined resulting in games being played at other locations.

ROOKIE: Girls 6 - 8 years old.

MINOR: Girls 9 - 10 years old.

MAJOR FAST: Girls 11 - 12 years old.

MAJOR SLOW: Girls 11 - 17 years old.

THE AGE DETERMINING DATE IS DECEMBER 31, 2009. THE PLAYER'S AGE ON THIS DAY IS THEIR LEAGUE AGE.

Tallahassee Parks, Recreation & Neighborhood Affairs Department

Lightning Safety for All Outdoor Activities

Lightning-Safety Policy

All adults participating in or observing outdoor activities or events are responsible for their own safety and the safety of their children. Adults shall monitor threatening weather conditions at all times.

During supervised activities, before each practice, warm-up time or game, the umpire, home team coach, recreation supervision personnel or other official shall appoint an adult as a designated “weather watcher.” The “weather watcher” will make the call to stop play, remove individuals from the field, and announce a warning to the spectators should weather conditions be determined to be potentially dangerous due to the approach of a lightning storm.

Signs of imminent thunderstorm activity are darkening clouds, high winds and thunder or lightning. Even storms that are many miles away can pose a lightning danger to your area. This may mean the appropriate decision is to suspend activities even before the first sight of lightning or sound of thunder.

All participants shall have the right to leave an athletic site or recreational activity, without fear of repercussion or penalty, in order to seek a safer structure or location if they feel they are in danger from impending lightning activity. Safety is the number one consideration. The activity can be made up later.

LIGHTNING SAFETY STRATEGIES

Lightning safety strategies include avoiding shelter under trees, avoiding open fields and spaces.

Individuals who feel their hair stand on end or skin tingle or hear crackling noises should assume the lightning-safe position (i.e., crouched on the ground, weight on the balls of the feet, feet together, head lowered, and ears covered). Do not lie flat on the ground.

SAFE LOCATIONS

The following areas are not appropriate shelter and should be avoided: Any area of higher elevation; wide-open areas such as sports fields, tall isolated objects such as flag poles, light poles, or trees; metal fences and metal bleachers, unprotected open buildings like dugouts, picnic pavilions, and rain shelters.

The primary choice for a safe structure is any fully enclosed, substantial building. If a substantial building is not available, a fully enclosed vehicle with a metal roof and the windows completely closed is a reasonable alternative. Convertible vehicles and golf carts do not provide a high level of protection and cannot be considered safe from lightning.

A swimming pool can be a dangerous location during thunderstorms. The current can be propagated through plumbing and electric connections via the underwater lights and drains of most swimming pools.

Lightning current can also enter the building, either into the electric wiring inside the building or through underground plumbing pipelines that enter the building. If lightning strikes the building or ground nearby, the current will most likely follow these pathways to the swimmers through the water.

Small structures, such as rain or picnic shelters or athletic storage sheds, are generally not properly protected and should be avoided during thunderstorms as well. These locations may actually increase the risk of lightning strike via a side flash and cause injury to the occupants.

CRITERIA FOR POSTPONEMENT OF ACTIVITIES

When determining whether or not to suspend play, the designated “weather watcher” should use his/her common sense, good judgment and the “30-30 Rule.” If a thunderstorm appears imminent before or during an activity or contest (regardless of whether or not lightning is seen or thunder heard), postpone or suspend the activity until the hazard has passed for at least 30 minutes.

THE 30-30 RULE

Criteria for suspension of activities:

By the time the flash-to-bang count approaches 30 seconds, all individuals should already be inside a safe shelter.

If activity has been suspended due to lightning, the designated weather watcher should wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset.

Criteria for resumption of activities:

Wait at least 30 minutes after the last sound (thunder) or observation of lighting before leaving the 'safe shelter' to resume activities.

The 30-minute rule can also be explained in another way. A typical thunderstorm moves at a rate of approximately 25 miles per hour. Experts believe that 30 minutes allow the thunderstorm to be about 10 to 12 miles from the area, minimizing the probability of a nearby, and therefore dangerous lightning strike.

A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30-minute waiting period if any signs of thunderstorm activity remains in the area or if the weather forecast indicates the threat is not over.

THE FLASH-TO-BANG METHOD

The flash-to-bang method is the easiest and most convenient means for determining the distance to a lightning flash and can also be used to determine when to suspend or postpone activities. The flash-to-bang method is based on the fact that light travels faster than sound, which travels at a speed of approximately 1 mile every 5 seconds.

To use the flash-to-bang method, begin counting on the lightning flash, and stop counting when the associated clap of thunder is heard. When storms have a high flash rate, it is important to correlate a specific flash with the thunder it produced. Divide the time to thunder (in seconds or count one thousand one, one thousand 2, and so on) by 5 to determine the distance, in miles, to the lightning flash. As the flash – to - bang count approaches 30 seconds, all persons should be seeking, or already inside, a safe structure or location. This is the minimal guideline when using the flash-to-bang method to halt activities.

A significant principle to remember is, “if you see it (lightning) flee it, if you hear it (thunder), clear it.”

NO LIGHTNING SAFETY GUIDELINES CAN GUARANTEE ABSOLUTE SAFETY. IT IS THE RESPONSIBILITY OF EVERY PERSON TO BE AWARE OF WEATHER CONDITIONS AND TAKE APPROPRIATE ACTION TO BE SAFE. USE COMMON SENSE AND GOOD JUDGMENT. PLAN AHEAD AND MAKE SAFETY YOUR NUMBER ONE PRIORITY.

EMERGENCY PROCEDURES (ACCIDENTS)

Tallahassee Parks, Recreation and Neighborhood Affairs wants to emphasize the importance of conducting yourselves properly in dealing with medical emergencies at your facilities. Realizing we are not empowered or trained to "treat" victims, we still have the responsibility to render front line aid and supervise the situation. This may be in the way of discussing the situation with the victim, coach, or parent, or to call in the Ambulance Service. Listed below are some guidelines to follow, which should always be coupled with good common sense.

In the event of an accident or emergency:

1. Try to determine the extent of the injury. If in doubt as to the seriousness of the accident, do not move the patient. Keep him comfortable, reassured, then call an ambulance (911 or 681-5400). If the victim's parent is present, get permission before phoning an ambulance. If the situation calls for it, apply ice or keep the patient warm and comfortable.
2. Front line care of an accident would include use of ice, stoppage of bleeding, restoring breathing, treatment for shock, heat exhaustion, or stroke.
3. Be sure the victim remains calm. If it's cold, cover them. If it's hot, loosen equipment, etc. USE GOOD COMMON SENSE.
4. Call for additional support. Use other adults to secure necessary materials. Never leave the patient alone with other players.
5. If an ambulance is called, be sure you have someone to direct it to the site. Assist Paramedics in any way you can.
6. Always prepare an accident report which will be turned into the supervisor who will then get the information to Tallahassee Parks, Recreation and Neighborhood Affairs. The supervisor needs to know immediately.
7. Be sure that you know the nearest location of a phone that can be reached within a short period of time.
8. Submit a follow-up report of the injured person. Call to find out the extent of the injury and how She is doing.

Above all, Supervisors and Coaches are to take charge during these incidents and must coordinate aid rendered. Please advise all your staff of the importance of being sure all aspects of an accident are handled properly and expeditiously. If you have any questions regarding these procedures, please contact our office for clarification, 891-3866.

HEAT RELATED EMERGENCIES

Heat related emergencies usually result from loss of fluids and electrolytes (salts) from heavy sweating. As a person continues to lose fluids through sweat, the blood volume is decreased. Blood flow to the skin increases, reducing blood flow to the vital organs. The circulatory system is affected; therefore the person goes into mild shock. If treated immediately, heat cramps and heat exhaustion can usually be reversed with prompt care.

HEAT CRAMPS – Loss of fluids and electrolytes can begin to produce painful spasms of skeletal muscles, generally in the legs and abdomen. Skin is moist. Body temperature is usually normal. **TREATMENT:** Have person drink cool water and rest in a cool place.

HEAT EXHAUSTION - Cool, moist, pale, clammy or ashen, headache, nausea, dizziness, weakness, exhaustion. **TREATMENT:** Have person drink cool water and rest in a cool place.

HEAT STROKE – Red, hot, dry. Body temperature continues to climb. Person may vomit and begin to show changes in level of consciousness. Sweating may stop because body fluid levels are low. When sweating stops, the body cannot cool itself effectively and body temperature rapidly rises. Soon the brain and other vital organs, such as the heart and kidneys begin to fail. Convulsions, coma and death will result.

TREATMENT:

- ❖ Check ABC's
- ❖ Call 911
- ❖ Remove person from the hot environment
- ❖ Have the person lie down in a cool or shady area. Elevate the legs slightly
- ❖ Loosen or remove clothing
- ❖ Apply cool, wet towels or sheets or cold packs to the body
- ❖ Fan the person to help increase evaporation
- ❖ If you only have ice or cold packs, place them on the person's wrists and ankles, in each armpit and in the groin to cool the large blood vessels.
- ❖ Give small amounts of water to a fully conscious person.
- ❖ DO NOT apply rubbing (Isopropyl) alcohol. The alcohol may cause poisoning through the skin or through inhalation.
- ❖ Monitor vital signs.

ROOKIE, MINOR, AND MAJOR SLOW PITCH LEAGUES SOFTBALL
RULES AND REGULATIONS

1. LEAGUE

The league shall consist of at least four (4) teams.

NOTE: Some Parks may be combined to form a full league. Practices and games may be played at a park/field other than your home park.

2. FEES

League	Reg Fee
Rookie	\$29.50
Minor	\$29.50
Major Slow Pitch	\$29.50

3. NUMBER OF PLAYERS

Without extenuating circumstances, each Rookie, Minor and Slow Pitch team will consist of 13 players. Another team will be formed if 10 players are available.

4. ELIGIBLE PLAYERS

- A. Rookie League is for 6 - 8 year olds.
- B. Minor League is for 9 - 10 year olds.
- C. Major League Slow Pitch is for 11 - 17 year olds.
- D. Proof of Age - All players in their first year of eligibility for each league must show proof of age by birth certificate, baptismal or school record.
- E. THE AGE DETERMINING DATE IS DECEMBER 31, 2009. The age of the player on December 31, 2009 is the player's league age.

5. LEAGUE BOUNDARIES

Girls will be permitted to go to the park or field nearest or most convenient for them.

6. EQUIPMENT

- A. Sneakers or one-piece sole composition softball style shoes. No screw-on or metal cleats allowed!
- B. Uniform shirts will be supplied by the Tallahassee Parks, Recreation and Neighborhood Affairs and must be visibly worn during the game. Hats/visors will also be supplied and may be worn at the player's discretion. Other uniform equipment is optional but coaches should not ask players or parents to purchase additional uniforms.
- C. All equipment provided by the Tallahassee Parks, Recreation and Neighborhood Affairs including bats, balls, catchers' gloves, helmets, masks, chin straps and batting helmets must be turned in to the Umpire/Park Supervisor at the completion of the last scheduled game.

7. COACHES

- A. Each team shall have a coach and an assistant coach if possible, to coach the team from the coaching boxes only.
- B. **Coach Pitch League Only:** During the time the team is on the field playing defense, the Head Coach and Assistant Coach can administer instructions on the field with their team. All other assistants and parents should be behind the fence or in the stands.
- C. No coach may unduly delay a game. Keep in mind the impression you are making on the youth at all times. Accept the judgment of the umpire and play ball.
- D. Please stay with participants until a parent/guardian arrives to pick them up. Notify your supervisor if you have a parent who is habitually late picking up their child.
- E. **WE ARE REQUIRED TO PERFORM A CRIMINAL BACKGROUND CHECK ON ALL VOLUNTEER COACHES DUE TO THE “JESSICA LUNSFORD ACT”.** Please make sure that **all** of your assistant coaches complete the Volunteer Coaches form before providing **any** assistance; return these forms to your Supervisor immediately.

Thanks again for coaching in our youth Rookie, Minor or Major Slow Pitch programs. Please continue to communicate with your park supervisor on matters of importance and to help promote the game of softball for the youth of Tallahassee.

8. UMPIRES

- A. It is our intent to provide 1 umpire for each Minor and Major Slow Pitch League game who will be paid by TPRNA. However, if the department is unable to secure an umpire, it will be the responsibility of each team to supply an individual to serve as an umpire. Preferably a parent, not a coach.
 - 1. **Rookie League Volunteer Game Officials.**

The home team will provide a volunteer parent to umpire from behind the plate and the visiting team will provide the base umpire. Coach pitch league coaches, assisted by the Park Supervisor, should provide a set of rules to the volunteer parents. If a rule discrepancy arises on a play, the two head coaches and the two volunteer umpires shall come together and resolve the problem immediately under the rules provided. The home plate umpire shall make the final decision if a decision is not reached quickly. Judgment calls cannot be disputed or discussed. The home team head coach and home team plate umpire are responsible for getting the game started on time.
- B. Tallahassee Parks, Recreation and Neighborhood Affairs will furnish each paid umpire with a Official's T-shirt, a ball and strike indicator, and other necessary protective equipment.
- C. The umpire's decision on matters not covered by league or softball rules shall be final, providing the league supervisor is not on hand to make a decision.

9. INTER-LEAGUE PLAY

There shall be no games played among teams of different parks unless parks need to be combined. However, there will be a citywide single elimination tournament that involves all teams in the Major League Slow Pitch Program towards the end of the season.

10. STANDINGS AND AVERAGES

There will be NO official standings or averages kept.

11. INSURANCE

Recreation Accident Insurance will be offered to those desiring to purchase it at a cost of \$6.30.

12. OUTSIDE ACTIVITIES

Tallahassee Parks, Recreation and Neighborhood Affairs cannot endorse or take responsibility for team activities beyond what is established as standard procedures in conducting this activity. Activities such as photography sessions, team picnics, etc. are activities that parents must understand are their personal choice and ultimate responsibility if they choose to participate in them. Coaches are advised to refrain from actually organizing "outside" activities. If parents wish to undertake these activities, it must be understood that mandatory donations for these events from team members are prohibited. All donations are "optional" and cannot affect a participant's right to any benefits afforded any other player.

NOTE: Any activities or functions taking place on sites other than those sites supervised by the City of Tallahassee will be the responsibility of the individual conducting those activities.

13. GENERAL PLAYING RULES FOR ALL LEAGUES

- A. A regulation game will consist of 6 innings or 1 hour and 15 minutes. No new inning will start after the regulation time of 1 hour and 15 minutes. In the event a game is called, 2 innings or 1 hour and 15 minutes shall constitute a game.
- B. In case of rained out games, coaches of both teams, along with the supervisor will reschedule games as soon as possible if the schedule permits.
- C. If a team does not have at least 8 players at game time, they may **ONLY** borrow a player or players from the opposing team.
- D. Each inning will conclude when there are 3 outs or 10 batters. There will be a 10 batter rule in each half inning on offense. When the 10th player comes to the plate, the offensive coach must declare "10th batter". The 10th batter must hit the ball or strike out. She can not walk. **When normal play has stopped after the 10th batter, the teams will change sides.** (The defense does not have to throw the ball to home plate.)
- E. Tallahassee Parks, Recreation and Neighborhood Affairs will not cancel games. The umpire/park supervisor will do this at the field at game time.
- F. There will be no warm up (batting or throwing) against the fences.
- G. The distance between all bases shall be 60 feet at Levy field 1, Lafayette, Optimist, 9th and Terrace, and the Meridian fields. All other fields will be 55 feet between bases.

- H. The runner cannot leave the base until the ball has been hit. A runner leaving the base too soon must go back. If the runner is off the base and the batter gets a hit, the runner cannot advance more than one base in front of the batter.
- I. The infield fly rule does not apply.
- J. Runners will be called out if in the opinion of the umpire, a player removes her helmet while running the bases. If a helmet falls off without assistance, the player will not be called out.
- K. ASA rules will govern play in any situation not specifically addressed in these rules.

14. SPECIFIC RULES FOR ROOKIE (COACH PITCH LEAGUE)

- A. All players must play in every inning on defense. EXPLANATION: You will have 5 infielders. They are: Pitcher, 1st Baseman, 2nd Baseman, 3rd Baseman, and Shortstop. The rest of the players on each team will play in the outfield and may not play on the baseline. There will be no catcher. The player in the pitching position should be instructed to cover home plate. The home plate umpire will return unhit pitched balls to the pitcher.
- B. The batting order is to be established before the game begins and is to be made available to the opposing coach, if he/she so desires. All players present must be listed in the batting lineup. This rule is to insure that all players bat in each game. In effect, this means that if ten (10) players came to bat and sides exchange, the eleventh (11) player in the batting order will lead off the next inning.
- C. Pitching Rules
 1. The player can choose to use the tee or have the coach pitch from the beginning of the season.
 2. The batting team coach or assigned person shall pitch the ball. No players may pitch.
 3. The ball shall be pitched underhand.
 4. The pitcher (coach) may stand any distance, but not more than 35 ft, between the pitching rubber and the 15 foot arc line.
 5. A player will play in the pitching position standing behind the pitcher (coach) and one stride to the left or right of the rubber.
 6. The pitcher (coach) must leave the field after a pitch has been hit so as not to interfere with the play.
 7. If the pitcher (coach) is hit or touched with the ball, all base runners will advance one base and the batter advances to first base without liability of being put out.
 8. **After the batter gets 2 strikes or 5 pitches, the batter has the option of hitting from the tee or having one final ball pitched to her.**
 9. Balls and strikes will not be called. Only a swing and miss or a foul ball will be called a strike.
 10. There will be no walks - including the batter being hit by a pitched ball.

- D. If using a tee, the batter must stay out of the batter's box until the ball has been placed on the tee by the umpire. She may not swing at the ball until the umpire calls "play ball".
- E. The volunteer umpire will adjust the tee, if necessary, to suit the height of the batter.
- F. The umpire will stand behind the "tee" and move it when there is a possibility of a play at the plate.
- G. Batters are not permitted to swing easy or bunt the ball. The penalty is that the batter is called back and charged with a strike.
- H. Defensive players cannot intentionally roll the ball to the base. If in the judgment of the umpire this is done, the runner will be called safe.
- I. A strike shall be called when the batter hits the "tee" instead of the ball.
- J. **A foul on the third strike or the 6th pitch is an out.**
- K. A ball hit in fair territory must go beyond the fifteen (15) foot arch line, otherwise it is considered a foul ball.

L. TIME OUT WILL BE CALLED BY THE HOME PLATE UMPIRE AS FOLLOWS:

- 1) **Ball Hit To The Outfield: Time will be called when the ball is THROWN into the infield. An infielder does not have to have possession. EXAMPLE: The ball is hit to left field. The player fields the ball and throws it towards second base. As soon as the ball crosses from outfield to infield, either in the air or on the ground, time will be called.**
- 2) **Ball Hit To The Infield: Time will be called after one attempted play is made, whether the play results in an out or not. EXAMPLE: Ball hit to the pitcher. Pitcher fields the ball and throws to second base. As soon as the second baseman either misses or catches the ball, time will be called ... even if the ball is overthrown into the outfield. The base umpire will call safe or out.**

15. SPECIFIC RULES FOR MINOR LEAGUE

- A. Pitching Rules: Modified Pitch – The ball may not be delivered in a perceived flat and fast manner in the judgement of the umpire or park supervisor. It must be pitched underhanded and released below the hip. Both feet must start on the pitcher's mound and the ball must not be outside the pitcher's wrist on the downward motion and during the complete delivery.
- B. Minor League coaches will pitch the first 3 innings of every game and the players will pitch the last 3 innings of every game.
 - 1) The pitcher coach does not have to stand on the rubber to pitch to the batter as long as he/she stands in line between the rubber and the plate. It is his/her responsibility to leave the field as quickly as possible once the ball has been hit so as not to interfere with the defensive players.
 - 2) A player will play in the pitching position standing behind the coach pitcher and one stride to the left or right of the rubber.

- 3) If the pitcher coach is accidentally hit by a batted ball, the umpire will call time and the batter and any runners will be awarded one base. If, in the opinion of the umpire, the pitcher coach intentionally allows himself/herself to be hit by a batted ball, the umpire will call time, the batter will be called out, and any runners will be sent back. The pitcher coach can only pitch a total of six (6) pitches to each batter. Balls will not be called. A strike will be called only on a swing and a miss or a foul ball. **If the batter has not successfully hit the ball into fair territory by the sixth pitch, she will be called out.** While the coach is pitching there will be no walks, including a player being hit by a pitch.
- 4) Coaches are to use good judgement as to the selection of pitchers. Be sure pitchers have the ability to pitch. If available, after 3 consecutive walks, another pitcher should be given the opportunity to pitch.
- 5) A player being hit by a pitch will be awarded 1st base. If the batter sustains an injury as a result of the pitch, a runner will be permitted.

C. No balks shall be called.

D. Intentional walks will not be allowed. If, in the opinion of the umpire the batter was walked intentionally, the umpire will clear the bases and a run will be scored for each base runner, including the batter.

E. **A foul on the third strike or 6th pitch is an out.**

F. The distance between home plate and the pitching rubber shall be 35 feet.

G. All players present must be listed in the batting lineup. The batting order is to be established before the game begins and made available to the opposing coach, if he/she so desires. No player can sit out 2 consecutive innings on defense. The coach may use his/her own judgement if a girl is late without good reason or has exhibited bad sportsmanship.

H. Catcher Speed Up Rule: Any catcher who is on base with 2 outs will be replaced by the last out in order to allow the catcher to return to the dugout and get her equipment on so play will continue in a timely fashion the next half inning.

I. The last batter (10th) of each inning cannot be walked. She must either strike out or hit the ball.

J. **TIME OUT WILL BE CALLED BY THE HOME PLATE UMPIRE AS FOLLOWS:**

1) Ball Hit To The Outfield: Time will be called when an infielder has possession of the ball. All base runners who are half way to the next base may advance. Any base runner less than half way must return to the previous base.

2) Ball Hit To The Infield: Time will be called after one attempted play is made and the infielder has possession of the ball. Example: In case of an overthrow, runners may advance until an infielder possesses the ball.

16. SPECIFIC RULES FOR MAJOR LEAGUE SLOW PITCH

- A. Pitching Rules: ASA Jr. Olympic Pitching Rules for Slow Pitch – The arc must be 6 feet from the ground and no higher than 12 feet. Only 1 foot must be in contact with the rubber to begin the pitch.

- B. Coaches are to use good judgement as to the selection of pitchers. Be sure pitchers have the ability to pitch. If available, after 3 consecutive walks, another pitcher should be given the opportunity to pitch.
- C. No balks shall be called.
- D. Intentional walks will not be allowed. If, in the opinion of the umpire the batter was walked intentionally, the umpire will clear the bases and a run will be scored for each base runner, including the batter.
- E. A foul on the third strike is an out.
- F. The distance between home plate and the pitching rubber shall be 40 feet.
- G. All players present must be listed in the batting lineup. The batting order is to be established before the game begins and made available to the opposing coach, if he/she so desires. No player can sit out 2 consecutive innings on defense. The coach may use his/her own judgment if a girl is late without good reason or has exhibited bad sportsmanship.
- H. Catcher Speed Up Rule: Any catcher who is on base with 2 outs will be replaced by the last out in order to allow the catcher to return to the dugout and get her equipment on so play will continue in a timely fashion the next half inning.
- I. The last batter (10th) of each inning cannot be walked. She must either strike out or hit the ball.
- J. A play shall be declared terminated when, in the judgment of the umpire play on the lead runner has stopped and the umpire calls time. A player may request time, however only the umpire can call time.