



## 2026 SOFTBALL LEAGUE INFORMATION & RULES

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City of De Pere Parks, Recreation and Forestry Department

**Please Note:** Rules and regulations may be adjusted following discussions at each league's pre-season manager's meeting. Any changes will be approved by a majority ruling of all league managers that are affected. Individual leagues may make changes that affect just their league.

*Adult Softball Leagues will be governed by policies and guidelines in this packet, along with those outlined in the Adult Athletic League Policies Handbook.*

*Formerly the Amateur Softball Association (ASA)/USA-Softball, USA Softball (USAS) Rulebook will be the official rulebook with adaptations listed within this booklet. Along with these policies and rules, the league playing rules will be in accordance with the most current USAS Official Rules of Softball.*

<https://www.usasoftball.com/official-rulebook/>

*Updated 2/12/2026*

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## General League Information

### Slow Pitch Softball League Offerings

	VFW Vanguards	Legion Legends	Coed Summer Social	Fall Men's Social
<b>Location</b>	VFW Park	Legion Park	VFW Park	Legion Park
<b>Ball Size</b>	12"	14"	12"	14"
<b>Gender/ Age</b>	Men's 18+	Men's 30+	Co-Ed 18+	Men's 18+
<b>Est. # Games</b>	11-13 + tournament	14 + tournament	6 + tournament	6 + tournament
<b>Min/Max Teams</b>	4 / 8	4 / 10	4 / 8	4 / 8
<b>Day</b>	Thursday	Thursday	Tuesday	Tuesday
<b>Game Times</b>	6 – 10 PM	5:45 – 10 PM	6 – 10 PM	6 – 10 PM
<b>Season Start</b>	5/7/2026	5/7/2026	6/16/2026	8/25/26
<b>Returning Team Registration Opens</b>	2/16/2026	2/16/2026	NA	6/1/2026
<b>General Team Registration Opens</b>	3/2/2026	3/2/2026	3/2/2026	6/15/2026
<b>Registration Closes</b>	11 AM 3/27/2026	11 AM 3/27/2026	11 AM 5/8/2026	11 AM 7/31/2026
<b>Manager Meeting</b>	4/2/26	4/2/26	TBD	8/4/2026
<b>Team Fee</b>	\$287	\$287	\$167	\$167
<b>Player Fee</b>	R \$38/ NR \$58	R \$38/ NR \$58	R \$25/ NR \$45	R \$25/ NR \$45
<b>Drop-In Sub Fee</b>	\$10/game	\$10/game	\$10/game	\$10/game

### Modified Softball League Offerings

	Men's Modified Summer	Men's Modified Fall
<b>Location</b>	Legion Park	Legion Park
<b>Ball Size</b>	12"	12"
<b>Age</b>	18+	18+
<b>Est. # Games</b>	11-13 + tournament	6 + tournament
<b>Min / Max Teams</b>	4 / 8	4 / 8
<b>Day</b>	Wednesday	Thursday
<b>Game Times</b>	6 – 10 PM	6 – 10 PM
<b>Season Start</b>	5/1/2025	8/27/2025
<b>Returning Team Registration Opens</b>	NA	NA
<b>General Team Registration Opens</b>	2/16/2026	6/15/2026
<b>Registration Closes</b>	11 AM 3/27/2026	11 AM 7/31/2026
<b>Manager Meeting</b>	4/2/26	8/4/2026
<b>Team Fee</b>	\$287	\$167
<b>Player Fee</b>	R \$38/ NR \$58	R \$25/ NR \$45
<b>Drop-In Sub Fee</b>	\$10/game	\$10/game

## Pre-Season Registration

Registration for all teams and players will be conducted through Civic Rec. Information will be available by the noted dates.

Returning teams will have a priority registration period of 2 weeks when applicable.

### Registration Steps:

1. **Team Registration:** Team Managers register their team in the appropriate league (*paying the team fee at the time of registration*)
2. **Player Registration:** (*two options depending on who is paying for player fees*)
  - a. **Individual Players Paying** – once the team is registered, players register in the individual registration activity and note their team / manager / league in the prompts. The admin team will place them on your digital roster.
  - b. **Team Manager Paying** – once a fully completed roster is provided, the admin team will setup all players on your team roster with accounts & invoice the team manager the player fees. Fees should be paid within 48 hours of receipt unless otherwise approved.
    - i. **Email Roster:** Team Managers email a completed copy of their roster to deperecc@deperewi.gov no less than 48 hours after registration. PDFs of this form can be found on the City of De Pere Website and are attached to the team registration emailed receipt.
    - ii. **Pay Fees within 48 hours of being invoiced.**

[Adult League Registration Link](#)

**Team Managers:** Failure to complete roster registration on time is serious and may result in forfeited games or withdrawal from the league. The admin team needs time to ensure all rosters are reviewed, fees correct, and waivers completed.

**Team Sponsor Paying Fees:** If you have a team sponsor and need to pay all fees at the same time, contact the office during operating hours for assistance. You will need a fully completed roster form at the time of payment to ensure we are able to assist. This process may take 30-60 minutes and can be sped up by emailing over the roster ahead of time.

## Rosters

Teams must have a minimum of 10 players (maximum of 20) on their roster. Players may be registered on more than one team, but NOT in the same league. All individuals participating in a league MUST be listed on the team roster (including registered in Civic Rec) and have paid necessary league fees. No other individuals may participate.

### Roster Additions

Additions may be made to a team's roster up to 2 weeks prior to tournament play. If a player permanently drops out, their player fee cannot be refunded but can be applied toward a replacement player at the request of a team manager.

### **How to Add a Player to Your Roster:** *(Two options, depending on who is paying the player fee)*

1. **Player Paying Player Fee:** Player registers on Civic Rec and indicates league / team name during check out up to a minute before starting game play.
2. **Team Manager Paying Player Fee:** Email deperecc@deperewi.gov with all information required on the roster sheet for your new player a minimum of 24 hours prior to play.

### **How to Register a Drop-In Sub:** *(Two options, depending on who is paying the fee)*

1. **Player Paying Player Fee:** Player registers on Civic Rec and indicates league / team name AND date/time of game during check out up to a minute before starting game play.
2. **Team Manager Paying Player Fee:** Email deperecc@deperewi.gov with all information required on the roster sheet AND date/time of game for your sub player a minimum of 24 hours prior to play.

## **Team Manager Responsibilities**

Each Team Manager is responsible for ensuring the following are completed to the best of their ability and knowledge.

- Ensure at least 10 players are registered no less than 30 days prior to the league starting.
- Majority of player registrations completed before season starts  
*(or before player starts playing for in season additions)*
- Paying for any player fees issues due to inaccurate residency status.  
*(this can also be ensuring the player pays the fee depending on how your team is paying)*
- Attending preseason manager meeting (optional, but encouraged)
- Reviewing game schedules and scores for accuracy.
- Attempting to field a team at each scheduled game.
- Alerting affected groups in case of a known forfeit:
  - Before 4 PM contacting the office.
  - After 4 PM on game day, contacting the other team manager directly.
- Ensuring players are following game rules and demonstrating good sportsmanship.
- Completing a lineup card before game play each week.
- Designating a backup to assume their duties if they can't be at the game each week.
- Routinely checking emails for league communications and keeping players informed of any changes including game cancellations.
- Speaking on behalf of their team regarding any suggested rule/process updates for future seasons.

## **Waivers**

Players must sign an athletic waiver prior to taking the field for play. Waivers are signed digitally during the player registration process. A waiver is required for each league participants register in.

## **Apparel**

Players must wear some type of acceptable athletic shoe. (Metal spikes are not allowed.) Players must be fully clothed.

## **Game Schedule & Locations**

Games are scheduled at Legion and VFW Parks. Base paths will be 60 feet in length for 14", 65 feet for 12" leagues. A double base will be used at first base. The first team listed on the schedule is the away team and bats first. Slow-pitch games have a one-hour time limit. (Thursday 14" league has a 55-minute time limit.) No new innings may begin after the allotted time limit.

Game schedules & standings can be found online: <https://secure.rec1.com/WI/de-pere-wi/leagues>

## **Full Time Staff Contact Information and Office Hours**

The administrative team at the De Pere Community Center can assist with most league related needs including registration of a team or player, bat tags, and assisting with technical issues for registration. Any other questions, concerns, or feedback should be directed to the Recreation Supervisor.

**De Pere Community Center:** Assists with team registration, player registration, roster additions, drop in registration, and technical issues with players getting registered.

- **Email:** [deperecc@deperewi.gov](mailto:deperecc@deperewi.gov)
- **Phone:** 920-339-4097
- **Address:** 600 Grant St, De Pere WI 54115
- **Office Location:** Upper level, De Pere Community Center
- **Office Hours:** Monday – Thursday 7:30 AM – 5:00 PM / Friday 7:30 AM – 11:30 AM

**Recreation Supervisor:** Assists with rules clarifications, game schedules, scores, and general questions regarding the league.

- **Name:** Chelsea Moberg
- **Email:** [cmoberg@deperewi.gov](mailto:cmoberg@deperewi.gov)
- **Phone:** 920-339-4066
- **Address:** 600 Grant St, De Pere WI 54115
- **Office Location:** Upper level, De Pere Community Center
- **Office Hours:** Monday – Thursday 7:30 AM – 5:00 PM / Friday 7:30 AM – 11:30 AM

## Equipment

### Game Ball

A new game ball will be provided each night if needed. In an effort to reduce league costs, used game balls will be on site and may be swapped for the game ball if approved by the umpire. For all leagues, all balls used must be USA-approved, with the USA stamp on the ball. Any teams hitting a significant number of home runs will be responsible to find the balls & return them to the general use bucket.

### Bats

All bats must be marked "Official Softball" and must comply with USA softball regulations. Only bats tagged with a current Greater Green Bay Approved bat sticker will be legal for use in a De Pere League. All bats will need to be tagged with the current pink colored sticker. Bats not tagged will be considered illegal and not allowed. Bat tagging will be done at the De Pere Community Center during regular business hours (M-TH 7:30am – 5:00pm & F 7:30 – 11:30am). The current USA non-approved bat list (see USAS website) will be used. If a bat is not on this list, it is ok to be tagged. Tags will be placed above the grips. Bats may also be tagged at any of the following Green Bay area Park and Recreation Departments (Howard, Ashwaubenon, Allouez, Green Bay).

<https://www.usasoftball.com/certified-equipment/>

## GAME RULES & FORMAT

### Pre-Game

At VFW Park, softball teams/players will not be allowed to have batting practice in the area outside of the right field fence. At Legion Park, no batting practice (unless it's on the softball field) will be allowed.

### Post-Game

For all softball league play, the ball diamond lights are to be turned off no later than 15 minutes after the last game ends for the night. Umpires will turn off the lights.

### Weather

**No games will be played in unsafe conditions** – this includes during lightning, thunder, or wet fields that may cause slipping for players running the bases. Any calls made by the Recreation Division will be determined before the office closes at 5 PM. Cancellations and delays determined after 5 PM will be called on site by the umpires.

Postponement of a game due to time limit or weather is at the umpire's discretion. If a game is called due to weather, it will be resumed from the point of **STOPPAGE** if possible.

**Ex:** If game is tied going into 6th inning. Guest bat and score in top half of inning and game is stopped ☰ When weather breaks, game will resume at bottom half of inning to allow home team to bat.

**Ex:** If game is stopped at while runners are on base, outs are in play, and there is an active count on the batter; the game will resume at that point with correct runner(s) in place, the correct batter along with the count against them, and outs

One week of makeups is built into the season schedule. Any additional makeups are not guaranteed but will be attempted if field and staff schedules allow. All makeups are completed on the same field and weeknight as regular league games.

Fall leagues may be delayed up to 2 weeks to allot for summer makeup games.

## **Innings & Time Limits**

Each game will consist of seven innings unless:

- Run Ahead Rule:
  - 10-runs separate the teams after 5 innings (4 ½ innings if the home team is ahead)
  - 15-runs separate the teams after 4 innings (3 ½ if the home team is ahead)
- If the home team is behind, the inning must be completed.
- No new innings will start with five minutes or less remaining in allotted game time

A game is ruled a regulation game after five or more complete innings are played (4 ½ if the home team is ahead).

If, at the end of 50 minutes of playing time for slow-pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner regardless of the number of innings played. Away teams that are losing will be allowed to finish the top half of the inning and the full inning will be completed if the home team is losing. This rule will not be applied to championship games.

The time limit and 10/15 run rule is in effect for all games, except for a playoff or championship game which is 15 runs after 5 innings.

## **Line-Up & Subs**

Team Managers are responsible for ensuring their team lineup card is fully completed and turned into the umpire prior to the game start time.

### **Line Up Cards**

- Listed player names
  - Must match official roster (NO NICKNAMES)
  - Must be legible
- Are two sided, each team will fill out one side of the card & return to the umpire

Teams must start with eight (8) at the beginning of the game. They may play with seven (7) if an eighth (8) team member is injured and unable to play. A team may bat their entire roster (flexible line-up). However, it must be declared at the beginning of the game when the line-up is presented to the umpire and remain throughout the entire game. Additional or late players will be put at the bottom of the batting order.

**Substitution of any player or position is allowed by innings (exception: pitcher change or injury).** If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat. If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter. If a team does not bat the entire roster (regular line-up) all subs must be reported to the umpire prior to the individual entering the game. Substitutes may only enter a game once and starting players who re-enter the game must replace their substitute and remain in the original batting position. A starting pitcher cannot return to the pitching position once he leaves the game, and the designated hitter may be used.

## Designated Hitters

Designated hitters (DH) may be used for any player providing that teams who have selected the regular line-up format follow these guidelines:

- It is made known prior to the start of the game and their name is indicated on the line-up sheet.
- The DH must remain in the same batting order position for the entire game.
- The DH can play defense, but teams would then lose the DH position; the DH would stay in their original DH position in the batting order.
- The DH may be substituted for at any time either by a pinch runner or pinch-hitter who then becomes the DH. The substitute must be a player who has not yet been in the game.
- A replaced DH can re-enter the game once.
- DHs in the game may not pinch-run.

## Courtesy Runners

All teams, regardless of the line-up format used, can use courtesy runners. The only courtesy runner allowed is the person who makes the last out. Courtesy runners must be taken the first time you get to base. A player cannot ask for a courtesy runner once the player has elected to run in previous at bat or moved from one base to the next. Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion.

## Injuries

Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion. If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat.

If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter.

## Pitcher & Pitching

For all slow-pitch leagues:

- The pitcher must have at least one foot in contact with the furthest back, fifty-foot pitcher's plate upon ball release. A dead ball will be called if there is no foot contact at the point of release.
- The pitcher cannot deliver a pitch from the glove; batting gloves may not be worn on the pitching hand.
- There will be no limits placed on the height of a pitch.
- An illegal pitch will be called if the ball is not delivered with an arch of at least six feet from the ground.
  - The batter may then leave the pitch and take an automatic ball or he may take a swing at the pitch, with the results being "played".
- Pitchers who want to intentionally walk a batter may do so simply by notifying the plate umpire.

## Fouls, Strikes, & Outs

A batted ball that hits the mat first is an automatic foul ball. When a walk occurs, the ball is dead until the pitcher has the ball back on the mound and all runners have reached their appropriate base. Runners on base may advance on any caught foul ball that is in play.

A strike will be called if a batter swings and misses while a runner on base gets called out for leaving a base early. A legally thrown ball that hits any part of the plate or the mat behind the plate, including any edges, is a strike.

**Foul Tip** – An out will be called when the catcher catches a foul tipped ball before the ball goes out of play or hits any fencing along back stop or along 1st and 3rd base lines. The ball does not need to go over their head.

## Scoring

**Running in:** *The plate, plate edge, black mat, or black mat edge, must be touched when a runner attempts to score.* If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count.

**If the black mat is altered from general location to gain advantage to the scorer or the catcher – An out or safe call will be made. (Umpires Discretion)**

Catchers must have the ball in order to block the plate.

A 3-2 count will be used for all slow-pitch leagues. A 4-3 count will be used for all modified leagues.

If, at the end of 50 minutes of playing time for slow-pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner. This rule will not be applied to championship games.

## Base Running & Sliding

**Bunting, leading off, and stealing are prohibited.** Runners may not leave a base until the ball is hit, unless they are forced because of a walk. The WIAA rule on missing or leaving a base too soon will be followed.

**Meaning:** *This is NOT an appealable play.* When/if the umpire sees the infraction, they will automatically call the runner out. If the fielding team doesn't make the play while the ball is still in play, the call will be made after the play is over and the umpire calls a time out.

**Point of situational clarification:** If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count. A double base will be used at first base.

### **Sliding is OPTIONAL**

Runners have the option to slide. If a runner chooses to use the black mat to score, they may do so in a manner that does not intentionally "take out" a defensive player. They must also stay within a relative baseline. The relative baseline will be determined by the umpire. The umpire's decision is FINAL.

**If a runner slides:** *They must slide into home plate. Sliding into the black mat will not count as a scoring maneuver.* Any runner, who intentionally "takes out" a defensive player by sliding, will be automatically out along with any runner who would have scored or who would be next in line to score. Runners have the option to slide into home plate if there is a play at the plate. The runner will use their best ability to stay within the baseline.

### **Fake Tags**

If a fielder puts a "fake tag" on a sliding runner, the runner may get an additional base(s) if, per umpire's judgment, it is felt that the runner could have further advanced. Flagrant "fake tags" may also be penalized by advancing the runner to the next base.

### **Foul Balls & Legal Catches**

The infield fly rule will be enforced when there are less than two outs with runners on 1st and 2nd, or on 1st, 2nd, and 3rd. An infield fly is a fair fly ball (not a line drive or bunt) which could be caught with ordinary effort by an infielder or anyone else in the infield. Runners may then advance at their own risk.

### **Penalties**

A two base penalty will be awarded on:

1. Overthrows when it is determined that a throw is intentionally wild (umpire's discretion)
2. Any defensive intentional acts of getting a ball out of bounds, either on a catch or a kick/bat, from the last base touched prior to the ball going out of play; and when a fair ball bounds out of play unintentionally off of a defensive player, from the time of the pitch and when a fair ball goes out of play

3. A fair-batted ball goes out of play, all runners get 2 bases from the time of the pitch

A one base penalty will be awarded if either:

1. A fair ball is unintentionally carried out of bounds by a fielder, from the last base touched prior to the ball going out of play
2. The ball is obstructed by the dugout or goes into the dugout

## **Game Forfeits**

A maximum of 10 players (minimum of 7) will be allowed on the playing field. Teams with less than 7 players on the field at any time will forfeit their game. Game forfeits may be declared if teams do not have their line-ups (complete with first and last names) into the league scorer 5 minutes prior to their scheduled game time.

Only an umpire can declare forfeits on site. All players must be listed on the roster and have paid appropriate league fees. Teams will forfeit if ineligible players are used. If teams continue to use ineligible players, they will be dropped from the league. The score of a forfeited game will be 7-0.

## **MEN'S 30+ SLOWPITCH (Legion Legends) ADDITIONAL RULES**

1. The 14" league is for players aged 30 & older, as of the first game. Players who turn 30 during the season may be added on/after their birthday. If necessary, "younger teams" may be placed into this league, but under no circumstances will any player under age 25 be allowed to compete. If "younger teams" are put into this league, all teams may add – only for the current season – players aged 25 - 29. Any past under-30 players who have played in this league before, and who are still under 30, will not be allowed to play in this league unless "younger teams" are added.
2. One pitch between innings.
3. No infield warm-up between innings.
4. Teams need to make a conscious effort to run in and out between innings to keep the game rolling. Umpires will also help remind teams.
5. Umpires will alert teams when there are 5 minutes left in a game.

### **Game Format: Regular season:**

- 14 weeks of 5 x 55-minute games per evening.
- No more than 2 nights of games will be rescheduled in a season. Should games need to be rescheduled, it will be the first two cancelled dates in the season.
- The time limit is in effect, but if a game ends early and BOTH teams of the next game are able to play early, teams may do so and "end by" time is in effect. Games may start up to 15 minutes early. Be prepared. (I.E. 6:40pm game may start at 6:30pm if both teams are ready, but no innings may start after 7:30pm).
- Extra innings for regular season only: Runner starts on 2nd base (runner is last out of the inning prior).

### **Tournament:**

- 2 Thursdays following regular schedule: 5 games one week, 4 games the following week unless otherwise agreed on by team managers. No time limit.
- Will be rescheduled due to weather, if needed
- Home team will be determined by higher seeded team, if both teams are same seed, a coin flip will be used.

## COED 12" SLOWPITCH ADDITIONAL RULES

1. Teams must start with 7 players – 3 men and 4 women, or 4 men and 3 women. If teams have 8 or more players, they must have an equal number of men and women, or more women than men.
2. Every other batter should be male/female. If a team bats 2 males in a row, they must take an out.
3. Arc limit for pitches to female batters is 6'-12'. (updated 5/15/15)
4. There is no run rule. This is in effort to allow for a fun experience.
5. If a male batter is walked after 3 pitches, he gets an automatic double. If the male batter has at least one strike and is walked, he will only get one base and the next batter must bat. The female batter has the option of taking the walk or batting.
6. Defensive positions do not have to alternate male/female players, but there needs to be equal males and females on the field, or more females than males (max of 10 in the field) UNLESS you are playing with 7 players. Then, you can have one more male than female in the field.
7. If a team has decided to bat their entire roster and a player arrives late, that player must be inserted into the line-up at the end of the batting order, provided that the team has not batted through their entire roster. If the team has batted through their entire roster, the player who has arrived late may only be a substitute. If a team bats 2 males in a row they must take an out.
8. **Home Run Limit:** 4 home runs and any subsequent HR's will be awarded a single. (as of April 20, 2016)

## Fall Men's Slow Pitch League Additional Rules

1. Legion Field will hold a home run limit to 5. This is due to the shorten field length. (if games are played at this location)

## MEN'S MODIFIED ADDITIONAL RULES

### **1. Uniform**

- a. Masks and throat protectors must be worn by all MODIFIED catchers – they are to be supplied by the team.
  - b. Wearing of helmets by all modified league players is highly recommended. This includes all base runners, the batter and the on-deck batter. Batting helmets must be NOCSAE approved with double earflaps.
  - c. Any fielder can use a glove as long as it is of legal size. Only the catcher and 1st baseman may wear mitts. No top lacing, webbing or other device between the thumb and body of the glove or mitt shall be more than five (5) inches in length.
  - d.
2. Men's Modified pitch will be governed by the 2026 USA Playing Rules.
    - a. Pitcher shall take a position with both feet in contact with the pitcher's plate.
    - b. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
    - c. Pitcher shall not make a stop or reversal of the forward motion after separating the hands.
    - d. Pitcher may take the ball behind the back on the back swing.
    - e. Pitcher must NOT use a windmill or slingshot type pitch or make a complete revolution in the delivery.
    - f. The ball must not be outside the pitcher's wrist on the backward swing, at the top of the back swing, on the downward motion or during the complete delivery.
    - g. The delivery must be an underhanded motion with the hand below the hip
    - h. Arm, shoulder, and hip: On the forward swing of the pitching arm, the elbow must be locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.
    - i. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
    - j. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24 – inch length of the pitcher's plate. The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plates, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
    - k. Pushing off with the pivot foot other than on the pitcher's plate is illegal.
    - l. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

- m. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."
- 3. NO "MAJOR" Modified pitchers are allowed to pitch in any of the Modified Leagues