## **SPECIAL NOTES:**

The umpire(s), in the best interest of play, have the discretion to add / remove / change / or alter the ground rules based upon weather conditions, field conditions, or any other circumstances they deem appropriate.

All teams and players are reminded that many fields are located in residential areas and that every effort should be made to respect the rights and privacy of the residents.

The Milford Recreation Department reserves the right to make any decision it feels to be in the best interest of the League, the City of Milford, or the Recreation Department.

# **General Rules for All Fields**

- 1. Imaginary lines will be drawn from the far edge of the backstop to the nearest edge of the bleachers, along the front of the bleachers and then straight back to the fences. The ball is not in play beyond this line.
- 2. The ball is in play at all times within the confines of the backstop. If the ball goes under or through the backstop, the ball is dead and runners advance one (1) base.
  - If the ball goes over the backstop, the ball is dead and the runners will advance two (2) bases from the point of release.
- 3. OVERTHROWS: Players may advance at their own risk on all overthrows unless the ball hits and obstruction, is blocked, or goes into dead ball territory. Two (2) bases will be awarded from the point of release.
- 4. Where fields are back to back and a ball is hit to the outfield, if the ball hits a player it should be played as a wall. If the ball is touched / picked up by a player from the other game, it is the umpire's judgment.
- 5. All foul balls should be retrieved by the team at bat. Failure to do so may result in a forfeit of the game if the umpire so judges.
- 6. Any ball that enters the street at any field is out of play.
- 7. Any "unique" situation that arises during the game and is not addressed in these Ground Rules, the Playing Rules, or the USA SOFTBALL Rules shall be decided by umpire's judgment.

# **Special Field Considerations**

#### **BREWSTER FIELD**

1. Dead Ball Area

Right Field Backstop - bleachers - straight along the fence

Left Field Backstop - bleachers -diagonal to the sign/telephone pole across the street

2. If a ball is hit over the Little League fence, it is a homerun. A ball that bounces over, rolls under, or goes through the fence will be ruled a double.

- 3. A ball that strikes the fence along the first base line is IN PLAY.
- 4. A ball that strikes the fence beyond the player's area on the 1B side, which parallels the street, is dead.

5. A fair, batted ball that goes into the street along either the left or right field lines becomes a dead ball and will be ruled a double.

6. A batted ball, touched or untouched hit in the air or on the ground, that goes into the parking lot in left field / left centerfield is a homerun.

7. A fair, batted ball that hits the Little League in right field is IN PLAY.

#### **FOOTE FIELD**

- 1. Any thrown ball or fair, batted ball that strikes the fence is **IN PLAY**.
- 2. All balls that enter the fenced in player's area are dead.

### **FORAN HIGH**

Dead Ball Area

Right Field Backstop – follow fence line straight in front of marsh area Left Field Backstop – bleachers – back to the fence

2. A ball that strikes fence along either 1b / 3b side is IN PLAY.

#### **GROVE CIRCLE**

Dead Ball Area

Right Field Backstop - bleachers - straight along the fence

Left Field Backstop - bleachers - right corner of basketball court

- 2. A ball that is hit over the fence is a homerun (limit of 2 if metal/composite bat). A ball that bounces over, rolls under, or goes through the fence will be ruled a double.
- 3. A ball that is hit over the telephone pole fencing in right field is a homerun. A ball that bounces over or rolls under the telephone pole fencing will be ruled a double.
- 4. A ball that is hit into the trees in right and/or right center field will be a live ball and will be all you can get.
- 5. Any ball that enters the picnic shelter area will be live, unless touched by a person unrelated to the game. The base award will be umpires judgment.
- 6. A thrown ball that strikes the fence along the first base line is **IN PLAY**.
- 7. A fair, batted ball that strikes the fence along the first base line is **IN PLAY**.

8. The basketball court / playground is out of play. No catch will be awarded.

## **JONATHAN LAW**

1. Dead Ball Area

Right Field Backstop - parallel to foul line Left Field Backstop - parallel to foul line

2.. A ball that strikes fence along either 1b / 3b side is IN PLAY.

# PARSONS #1

1. Dead Ball Area

Right Field Backstop - bleachers - straight back along the fence Left Field Backstop - parallel with 3b line all the way down

## PARSONS #2

1. Dead Ball Area

Right Field Backstop - bleachers - straight back along the fence Left Field Backstop - bleachers - straight back along the fence

2. A ball that is hit over the left field fence is a homerun (limit of 2). A ball that bounces over, rolls under, or goes through the fence will be ruled a double.

### **PLATT TECH**

1. Dead Ball Area

Right Field Backstop - player's bench - straight back to the fence Left Field Backstop - players bench - straight along woods and fence

#### **RED BUSH**

Dead Ball Area

Right Field Backstop - bleachers - straight back to the fence - along the wood Left Field Backstop - player's bench - straight along the crest of the hill

- 2. A ball that is hit in the air into the woods between the right field foul pole and the designated boundary in right center field is a homerun . A ball that bounces in or rolls into the woods will be ruled a double.
- 3. A ball that hit in the air into the woods to the left of the boundary (right center field) will be a homerun. A ball that bounces in or rolls into the woods will be ruled a double.

#### **WASHINGTON FIELD**

- 1. Any thrown ball or fair, batted ball that strikes the fence is **IN PLAY**.
- 2. All balls that enter the fenced in player's area are dead.
- 3. A fair, batted ball that is hit over the fence is a homerun. A fair ball that bounces over, rolls under, or goes through the fence will be ruled a double.

## **WEST SHORE**

Dead Ball Area

Right Field Backstop - bleachers - to the corner of the Recreation Building

Left Field Backstop - bleachers - straight back along the fence

The fence is live beginning from the end of the player's bench or bleachers (whichever

extends further).

## \*\* IMPORTANT SPECIAL INFORMATION \*\*

Any team, player, or spectator who enters private property to retrieve a ball(s) or any other item(s) without the consent of the property owner will be suspended for a minimum of one (1) game and placed on probation for the remainder of the season with possible disciplinary measures to follow, based on the severity of the incident and pending investigation by the league director. Players whom fail to identify themselves to a property owner and/or league official when requested will face more severe disciplinary action when their identity becomes known. Furthermore, failure to provide identity will subject the entire offending player's team to disciplinary action, including but not limited to single game suspension, multiple game suspensions, and / or expulsion from all Milford Recreation Department activities. Violators may also be subject to arrest/prosecution.

Any team, player, spectator, sponsor organization, independent league / team / official, and/or independent tournament team / official that without the consent of the Public Works Department performs field maintenance (i.e. removal of puddles; addition of dirt, sand, kitty litter, saw dust; cuts the grass; etc.) on any field will be expelled from the league and/or their event will be terminated immediately. In the case of independent leagues and/or tournaments, those organization's field permits will be revoked immediately and any future use will be subject to review.