THE VILLAGES NEIGHBORHOOD DIVISION 5 SOFTBALL RULES

Fall 2026

Effective Sept 1, 2026. Changes in RED.

The Villages Recreation Department's softball program is designed to offer recreational play in an organized and structured format to residents of The Villages. These rules govern The Villages Neighborhood Division 5 play, and all players are required to abide by them. Participants are reminded that softball is a game to be enjoyed. Exercise, fellowship, and friendly competition are our goals. Negative comments about fellow players, opponents, umpires, or league officials are not in keeping with the spirit of the sport. Disagreements between managers and players should be expressed with respect and consideration by both parties, preferably in private. No one should be disparaged or criticized in front of teammates and spectators.

A. APPLICABILITY

1. These rules govern The Villages Neighborhood League play for Division 5. They replace all formerly issued rules, memorandum and umpire communications that pertained to Division 5.
2. These Neighborhood Rules are NOT for use in Recreation League softball.

B. QUALIFICATIONS

1. Players shall be residents or certified renters of The Villages
2. Players shall sign a release form each season before being eligible to play.
3. New players shall be evaluated three (3) times in a six (6) month span by the Softball Evaluation Committee to be eligible to participate in The Neighborhood League.
4. Players must sign up during a posted enrollment period in order to be assigned to a team.
5. Players must commit to playing in 50% of the games in the season they sign up for. Managers shall submit attendance records as proof of player's absences to the TVN Division 5 BOD.
6. Roster players who do not meet the 50% requirement shall not be eligible to play in the first 50% of the regularly scheduled games in the next season in which they wish to play.
7. Roster players may request a "leave of absence" for absences of more than seven games if caused by injury, illness, family emergency or other acceptable reason as determined by the Division Board of Directors (BOD). This request must be in writing to the team manager who will forward it to the BOD. If granted the player will be removed from the team roster and he/she may be replaced by another player. Games under this scenario will not count for the 50% computation.

C. TEAMS

1. Teams are selected three (3) times a year, April, August, and December
2. To field a team, a neighborhood must have a manager who is acceptable to the league commissioners.
3. The team roster should have a minimum of 13 players. A manager may set a limit on the number of players over the minimum.
4. The manager may recruit players from the neighborhood. If the manager is unable to recruit the number of players from the neighborhood, he/she desires to carry on the roster, they should request the needed number of players from the commissioner to fill out the roster.
5. Emphasis on team make-up is on players who live within a neighborhood. If there are not enough players within a neighborhood to field a team, additional players to complete the roster must be assigned to a team by the Commissioners of Division 5. Teams cannot recruit players outside their neighborhood boundaries.
6. Each team must furnish at least two qualified umpires who will be available for the entire season. This umpire may be a manager, player, or non-player. If said umpire becomes not available, for any reason, the team must furnish a qualified replacement umpire by the Friday before the game that week. The only requirement is that the replacement be qualified and that the team is responsible for identifying the replacement to the BOD.
7. If a qualified replacement umpire is not supplied before the game start time, the team will forfeit their next win.
8. All players from a team that has forfeited because of the lack of a qualified umpire may play as a substitute for the forfeited games.
9. Lack of umpires may result in only one umpire officiating a game.

D. EQUIPMENT

1. Bats shall be provided by the Neighborhood 5 league. Male players may also use their own bats rated 1.20 or less. Female players may use their own bats rated 1.21 or less. These bats shall be marked by a sticker indicating approval. Use of an illegal bat shall result in a warning plus batter is out and runners return. Second offense in same game by any batter results in out plus ejection.
2. All gloves/mitts shall be supplied by the players. They shall be of regulation size.
   All shoes shall be supplied by the players and may be either rubber spike sport shoes or sneakers.
3. All uniforms shall be supplied by the player. Each manager/team may select a uniform that they want the players to use.
4. Players, including substitute players, shall not wear a tank top.
5. Exposed jewelry, which is judged by the umpire to be dangerous or a distraction to an opposing player must be removed and shall not be worn during the game.

6 Medical alert bracelets or necklaces are not considered jewelry. If worn, they shall be taped to the body, so the medical alert information remains visible.

7 All casts and splints must be padded. Prostheses may be worn.

~~8~~ **Pitchers are required to wear a protective face mask even when using a pitching screen~~. If a pitching screen is used the mask is optional.~~**

E. PLAYERS

1. If a man plays in the Recreational League, he must play in the same division in the Neighborhood League. If a woman plays in the Ladies Division 2 or 3 Recreational League, she is eligible to play in Neighborhood 5.
2. A player who doesn't play in the Recreational League shall play one (1) season in the same division in which he/she was evaluated. After one (1) season, any movement between Division 4 and Division 5 must be approved by the BOD.
3. A player may only play for a team outside his neighborhood if they are not selected as a roster player on their neighborhood team.
4. If a player knows in advance he/she will not be able to attend a game, the manager shall be notified in advance of the game.
5. Players shall be present twenty (20) minutes before scheduled game time. Draft for substitutes shall be made at fifteen (15) minutes before scheduled game time. **Assigned players arriving late shall not play in her/his game that day, but may sign up to sub in later games that day.**
6. Each manager shall give the opposing manager his/her line-up before game time and indicates the substitutes and those players needing a Designated Runner. Substitutes shall be placed last in the batting order.
7. Each team shall field eleven players. A team with more than eleven (11) players shall list all players in the batting line-up and shall bat through the lineup in the designated order. Every player on the roster present at the game shall be in the batting order and play defensively a minimum of three (3) innings (with exception of a designated hitter). Managers may not ask/request a player to miss a game. Managers may not ask a player to opt out of playing in the field.
8. A team with fewer than seven roster players at fifteen (15) minutes before scheduled game time shall forfeit the game.
9. A player shall not start a game, knowing he/she will not be able to finish. If a player leaves a game for reasons other than injury, illness, or emergency, he/she may not be replaced. Only injuries sustained in the game, illness or emergency situations shall allow a player to be replaced in an on-going game
10. A player who is ejected will be counted as an out for his/her turn at bat and will not be assigned a substitute player.

11. Decisions regarding the batting order and defensive assignments are the exclusive responsibility of the team manager(s).
12. Any player who refuses to play on a team for their own personal reasons other than illness, injury, family emergency or other acceptable reason as determined by the Commissioner of Division 5 will be barred from playing or substituting for the remainder of the season.

F. SUBSTITUTES

1. Substitutes shall only come from Division 5 players.
2. Substitute players shall sign up in a substitution book a minimum of twenty (20) minutes before the schedule start of the next game and are assigned a number by a draw.
3. Eligible substitute players shall be chosen in the order of their assigned numbers.
4. Substitutions shall be through the substitution pool. Managers shall not take players from another team or find his/her own substitute player.
5. S1 substitutes are players newly evaluated and waiting to be placed on a team.
6. S2 substitutes have signed up to sub only or are S1 players who have already subbed in a game as an S1.
7. S3 substitutes are players on a team roster, or S2 players who have already played in a game that day.
8. S4 substitutes are players who are on a team roster and have already subbed in a game, or S2 players who have already subbed in two games.
9. S1 substitute players shall be a priority substitute for three weeks. After playing three games as a priority substitute, the player will be an S2 sub for the rest of the season.
10. A player who enters a game as an injury substitute does not change their status as an S1, S2, or S3 player.
11. Players who are on a team that has had their game cancelled because of a forfeit or cancellation shall be S2 substitutes for that day.
12. Priority substitute players are picked first and separate from regular substitutes.
13. A substitute is considered a roster player for the game and as such can perform any duties on that team.
14. Substitute players are placed last in the batting order
15. A team missing its pitcher will receive a substitute who is a regular pitcher, if any are available. If more than one (1) team needs a pitcher or there is more than one (1) substitute who pitches, the assignments will be made by number drawing.
16. If a player becomes ill, injured, or must leave due to an emergency, a substitute player may be chosen from the substitutions list for the game being played. If injury, illness or a player must leave due to an emergency, causes a team to fall below seven (7) roster players, the team shall not lose on a forfeit. The substitute player shall bat in the same order as the player who he/she replaced

17. **No player who requires a Designated Runner shall be allowed to substitute, except for a player who is a substitute pitcher, unless the number of subs available is less than the number of subs needed.**

G. GAME RULES

1. Dugout Gate:

Each team is responsible for keeping its dugout gate closed during play. If a live ball goes into the offensive dugout or entrance way, there shall be no further runner advancement and the ball shall be declared dead. If the ball goes into the defensive dugout, the runners shall be allowed to continue to the next base. Dead ball advance.

1. Cancellation:
    a) Prior to commencement of play for the day The Villages Recreation Department will determine if games are to be canceled due to weather or field conditions that would impact the safety and well-being of participants. One game cancellation does not necessarily mean that all games are cancelled. For example, if one field is unplayable, the other fields may play as scheduled or if the temperature limits are unacceptable at game time, the later games may be played should the temperature limits become acceptable.
    b) The radio station will notify the groundskeepers when the temperature is above ninety-five (95) degrees, or the heat index exceeds one-hundred-three (103) degrees or the temperature is below forty (40) degrees wind chill factor. The radio station can be heard on 640 AM, 102.7 FM, 104.5 FM and on Comcast channel 99.
    c) Should the Villages Recreation Department Representative advise the Board Member assigned to games that day that the heat index or wind chill level described above has been reached and they recommend the games be stopped, the Board member will call a halt to play at the end of the inning
    d) The Umpire(s) are empowered to stop or delay a Game at any time because of rain, fog, lightning in the area, darkness or any cause which puts the Umpires, Players or the Spectators in peril.
2. Designated Runner:
    a) A designated runner shall accompany the batter to the designated runner line. If the designated runner fails to do so, the umpire will call strike two on the batter after a 10 second count. If further 10 second delay is encountered, the umpire will call strike three and the batter is out.
    b) A player who uses a designated runner at any time during the game must continue to use a designated runner each time he/she is at bat.
    c) A designated runner shall not cross the designated runner line at home plate before the ball is hit or crosses the home plate.
    d) A designated runner shall be limited to 1st base except for an over the fence home run. A designated runner shall step on the red bag only. The designated runner may over run

the bag once he/she has touched it but shall not make advancement towards 2nd base. Because the red bag is in foul territory, a designated runner is allowed to turn right or left to return to 1st base. See Rule G-4f

e) A designated runner may only run for one player each game.

f) A player may request "a designated runner" at any time during the game because he is injured or has a physical limitation. Being slow is not considered a reason to use a runner. In the spirit of the game, no manager can require a player to take a "runner".

g) The designated runner line shall be parallel to and five (5) feet behind the extension of the third base line. The line will start at least ten (10) feet from home plate.

3. Runners on Base:

a) A runner on base shall not leave his/her base until a pitched ball is hit or the ball crosses the plate. A runner on base leaving the base too soon may be called out by the umpire.

b) A runner caught off base shall only attempt one (1) time to return to the original base. There are no rundowns. A runner is only allowed to reverse direction one time when a play is being made on him/her while advancing to the next base. The runner does not have to go back and re-touch the base that they were returning to if the ball is overthrown on a subsequent play, He/she may turn and proceed to the next base.

4. Runners:

First Base:

a) When running to 1st base, the runner should run to the red bag. If a play is being made on the runner, he/she must tag only the red bag. The runner may use the white bag if no play is being made on him/her or to avoid a collision when a defensive player has moved into foul territory to make a catch. The defensive player has only the white base inside fair territory to make a put out. The runner must touch the red bag when running to first base unless he/she misses the base to avoid a collision with the defensive player.

b) When running to 1st base, the runner should stay between the first base line and the runner line which is 3 feet to the right. The runner shall be called out if he/she runs outside this area and in the opinion of the umpire commits interference with the defensive player.

c) After the runner has reached first (1st) base safely, the two bags are considered one bag for both the offense and defense. (Merged bag rule).

Second and Third Base:

a) Runners must run directly to the base avoiding collisions with defensive players.

b) A runner may stop beside the base if the base is blocked by defensive player(s).

c) If a runner is blocked from the base by a defensive player, the umpire should call obstruction if the runner would have been safe if the obstruction had not occurred.

d) A player running into a fielder shall be called out for interference unless the collision was caused by the defensive player. If in the umpire's judgement there is incidental contact, "no call" is appropriate. If in the umpires' judgment, the collision is intentional, the runner shall be ejected from the game.

e) There are NO mandatory tag plays.
f) For clarification purposes you can run by first base. The runner must touch the secondary RED base when there is a play at first base. The runner can advance without returning to the bag. There is no requirement as to the turn the runner makes when returning to first base or whether the runner returns to first in fair or foul ground, as long as the runner does not make any attempt to advance. Any runner who, after safely reaching first, attempts to go to second is subject to being put out by the defense by either tag or being on base in possession of the ball. An attempt can be a step or feint toward second from fair or foul territory. This rule applies to designated runners as well as regular batter/runners.

5. Scoring Plate:
    a) A runner shall only score by touching the second home plate, located eight (8) feet to the left of the strike plate from the back tip of the strike plate.
    b) A runner touching or crossing any portion of the green batter's box will be called out. A defensive player can only make a play by using the strike home plate.
    c) A commitment line, twenty [20] feet from the scoring plate, will be used. Once the runner's foot touches the ground on or past this line, the runner can only proceed to the scoring plate. If the runner attempts to return to third base once having crossed or touched the commitment line, he/she shall be called out.
    d) Once the runner is beyond the commitment line, the runner shall not be tagged out between the commitment line and the runner's home plate. If the runner is tagged out, the run counts and the ball shall remain live.
6. Designated Hitter:
    a) The intent of the Designated Hitter is to allow players who cannot reach 1st base under their own power without risking injury, to participate in the game as a nonrunner/fielder. Typically, players who have knee or leg problems or that had been injured during game may fall under this guideline. Neither the manager nor the player is allowed to use this rule to eliminate a slow runner or a weak fielder from participating in the game.
    b) A Manager shall not order a player to be a designated hitter
    c) A designated hitter shall not run his/her own bases but must have a designated runner.
    d) A player who volunteers to be a designated hitter shall not take a fielding position but shall bat in his/her assigned rotation.
7. Scoring:
    a) Five Run Rule-The team that is leading or tied may only score five (5) runs per inning.
    b) Catch Up Rule-After the 1st inning has been played, if a team is behind by more than five (5) runs, that team may score as many runs as needed to tie the game and then their time at bat is over.

c) In the last inning, the visitor is limited to catch up plus 5. The home team is limited to catch up plus 1.
d) If flip flop is called the home team is limited to catch up plus 5.

8. Mercy Rule:
   If a team is leading by twelve (12) runs after the fifth inning (4½ innings if the home team is ahead) the game shall be complete. If the visiting team is ahead by twelve (12) or more runs after the fifth inning, the home team must bat in the bottom of the inning.
9. Time Limit:
   a) Regulation play shall be one (1) hour and fifteen (15) minutes or seven (7) innings whichever comes first. If time permits an eighth (8^{th}) inning may be played.
   b) The game shall start when the plate umpire calls batter up. The plate umpire shall announce the starting time.
   c) The plate umpire shall inform both teams when there is fifteen (15) minutes left in the game.
   d) A new inning shall not start if there is less than five (5) minutes left on the clock even if the game is tied.
   e) If the teams are tied at the end of regulation play (time allowing) the teams shall play one more inning to try to break the tie. If the teams still tied at the end of the extra inning, the game is over, and it is a tie game.
   f) If the umpire declares "Last Inning" and no outs have been recorded, catch up plus 5 will be allowed in the inning and the flip-flop rule applies.
   g) If the umpire has called for play to resume and either team is delaying play the umpire may begin a ten count. If the delay is caused by the offense, a strike will be called after the ten count. If the delay is caused by the defense a ball will be called after the ten count. If the delay continues the umpire may begin further ten counts until play resumes.
10. Procedure for extra-inning:
    At the beginning of an extra inning, the last batter from the previous inning shall be placed on 2nd base. If a Designated Runner was used by the last batter in the previous inning, the previous batter not requiring a designated runner shall be the one placed on 2nd base.
11. Wind or Sun Affecting Both Pitchers: In an emergency wind or sun situation, if in the opinion of the umpire, the wind or sun is having a visible effect on the accuracy of both pitchers, the umpire may declare that only strikes count. In the case of sun interference, the height of a legal pitch may be lowered.
12. Infield Fly Rule:
    a) There is NO Infield Fly Rule.
    b) If a fielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught by an infielder with ordinary effort with a runner on first base only, or first base and any other base(s), with less than two outs, only one out may be made on the play and the ball is dead. This is an umpire's judgement.

13. Umpires:
    a) Umpires are volunteers. Their conduct and proficiency is maintained by the director of umpires (Separate from league commissioners). Umpires are to be treated in a respectful manner by all players and managers. Any problem with an umpire must be addressed to a commissioner who then will address the concern with the director of umpires.
    b) Umpires shall be responsible for maintaining a proper demeanor and treating players with respect
    c) Disrespect to players or use of profanity may result his/her suspension.
    d) Verbal abuse, any threat or act of physical aggression toward an umpire shall result in a player's ejection from the game and possible suspension.
    e) If in the judgment of an umpire, a player is making a mockery of the game by a deliberate disheveled appearance (such as wearing a cap backwards) the player may be removed from the game.
    f) Umpires shall order any pets to be removed from the dugout during the game EXCEPT SERVICE ANIMALS.
    g) Umpires may eject any player who throws or otherwise misuses equipment in a display of anger
    h) Umpires may eject any player smoking or drinking of alcoholic beverages on the playing field or in the dugout.
    i) Players shall not engage in disputes or badger the umpire in anyway.
    j) Any disagreement with an umpire's decision shall only be expressed by the team manager, or a player designated by the manager prior to the start of the game.
14. Appealing a Play:
    a) The team manager or a player designated by the manager is the only person who shall make an appeal.
    b) An appeal shall be made to the umpire who made the call.
    c) There are only four types of appeals:
        I. Missing a base
        II. Leaving a base on a caught fly before the ball is first touched
        III. Batting out of order. The appeal must be made after the improper batter has completed the at-bat. Prior to the completion, the improper batter can be replaced without penalty. The replacement player assumes the count of the improper batter. When properly appealed, the improper batter is out and the next batter is the one who follows the improper batter in the batting order.
        IV. Designated runner leaving the runners' line too soon.
    d) An appeal play is a play on which an umpire may not make a call until requested. The appeal shall be made before the next pitch or before the defensive players have left the field.

e) An appeal call on a missed base shall be made after the ball is thrown to the base involved. The manager of the team appealing the missed base shall call for an appeal.
f) When there is an appeal, the umpire may deny the appeal because the umpire is confident of the call, or the umpires may have a meeting to review the call and will either reverse the call or let the original call stand.

15. Disputed Calls:
    a) Only the manager shall be involved in any discussions about disputed calls.
    b) If a player attempts to interfere, the manager shall be informed by the umpire that only the manager shall be involved on any disputed calls.
    c) If the player(s) persist on interfering, the umpire shall eject him/her from the game, and he/she shall leave the ballpark.
16. Time Out:
    a) Any umpire may call a time out due to any number of situations
    b) Any player may request a time out from any umpire
    c) Only the home plate umpire may call for the resumption of play.
17. Injured Player:
    a) Any defensive player who leaves the game due to injury may not return to the game, except as a designated hitter.
    b) If a batter is injured while running, he/she may request a designated runner and must continue to use a designated runner for the remainder of the game.
    c) If a player is injured during the execution of a play, the play shall continue and, only after the play is completed, shall the umpire call time out.
    d) The injured player shall be assigned a substitute (if necessary), with the lowest number, from the substitute list.
    e) If no substitutes from the current list are available, one shall be chosen from the next game's substitute list.
18. Obstructing a Play:
    a) Any form of obstruction by a fielder who neither has the ball nor is about to receive the ball, which impedes the progress of a runner either advancing or returning to a base, shall constitute obstruction.
    b) Defensive players waiting to receive a thrown ball must play the corners of the bag, allowing the runner access to the bag.
    c) The umpire should correct any obstruction by placing the runner/runners on the base they would have obtained had the obstruction not occurred.
19. Valid Catch:
    a) A catch is valid when the fielder holds the ball long enough to prove he/she has complete control of the ball or his/her release of the ball is voluntary and intentional.
    b) A player drops the ball after reaching into the glove to remove it or while in act of throwing, it is a valid catch.

c) A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground and cannot be considered a valid catch.
d) A ball on the ground covered (trapped) by a glove or a hand is not a valid catch.

20. Ejected Player:
    If a player is ejected from the game and the manager lets the player back into the game the umpire shall call the game and the game is forfeited.
21. Sliding:
    a) Sliding or diving into any base or the scoring plate is not permitted.
    b) Any player sliding or diving shall be called out.
    c) The exception to this rule is players may slide or dive when returning to any base.
22. Warm Up:
    a) Home team will warm up when they take the field for the first time.
    b) Visiting team will warm up when they take the field for the first time.
    c) Warm up is not permitted at any other time during the game.
23. Foul Balls:
    a) A batter who hits a foul ball after having two (2) strikes on him/her is out.
    b) A fly ball caught in foul territory with less than two (2) outs with runners on base shall be counted as an out. The ball remains live, and runners may advance at the risk of being put out.
    c) A foul tip that is caught is not an out unless the ball rises to a height above the batter's head.
24. Pitching Regulations:
    a) The Strike Zone is when the ball hits any portion of the mat or home plate.
    b) The Arc of a legal pitch shall be from six (6) feet to twelve (12) feet above the playing surface. Pitches with arc below six feet or above 12 feet will be called an "illegal pitch" and declared to be a "ball" unless the batter swings at it. An illegal pitch swung at by the batter is in play
    c) A pitch that does not meet these standards and is not swung at by the batter shall be called a ball.
    d) The pitcher may pitch from the pitching plate or from the pitching area. The pitching area is the width of the pitching plate (24") and up to ten feet (10') behind the pitching plate. The pivot foot must be in contact with either the pitching plate or pitching area when the ball is released.
    e) The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch.
    f) The delivery is a continuous motion.
    g) The pitcher must not use a delivery with which a stop or reversal of the pitching motion.
    h) The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.

i) To pitch in TVN Div. 5 a person must already be a pitcher in the Recreation Division or be certified by a 5 Board of Directors member as a pitcher.

j) The pitcher is required to wear a protective face mask, unless a pitching screen is used.

k) The pitcher may use a protective screen if they desire.

i The team using the screen is responsible for moving the screen when they take the field and when they come to bat.

ii A batted ball that hits the screen is a dead ball with no change to the ball/strike count.

iii A thrown ball that hits the screen is a live ball.

iv ~~If the pitcher reaches out from behind the screen to field a line drive or a hard-hit ground ball the ball is dead, the batter will be awarded a single and any base runners will be advanced to the next base. This is an umpire's judgement.~~

v ~~The pitcher is permitted to field a slow ground ball or a popup.~~

vi Pitcher must stay behind the screen until the ball is hit. On the first violation a warning is issued. On second violation batter will be awarded first base.

25. Illegally Batted Balls:

a) If during his/her swing, a batter strikes the ball two (2) times the umpire shall declare an illegally batted ball and the batter shall be given a strike.

b) If a batter bunts or does a very weak swing which in the opinion of the umpire is a purposeful act, the ball is dead. Base runners cannot advance, and the batter is out.

c) An illegally batted ball occurs when the batter hits the ball fair or foul and an entire foot is completely outside the lines of the batter's box and on the ground.

d) An illegally batted ball occurs when the batter hits the ball fair or foul and any part of the batter's foot is touching home plate.

26. Batter at Batter's Box:

When a batter comes to the batter's box, he/she shall start with a count of one (1) ball and one (1) strike.

27. On-Deck Batter & Batter in the Hole:

a) The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

b) The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench.

c) The on-deck batter may loosen up with no more than two (2) official softball bats.

d) The on-deck batter may leave the on-deck circle when he/she becomes the batter.

e) The on-deck batter must take his/her position within ten (10) seconds after being directed by the umpire. If he/she fails to do so, the umpire shall call a strike. No pitch has to be thrown and the ball is dead.

f) The on-deck batter shall not interfere with a defensive player in any way. After the first interference, a warning is issued. In the event of continued interference, the player shall be removed from the game and may be suspended.

g) The batter in the hole is the offensive player who follows the on- deck batter and shall warm up at the same time. He/she must follow the same rules as the on-deck batter when it comes to defensive player interference.

28. Cellular Phones:
    The use of cellular phones, I-Pods, Blue Tooth, etc. by players or umpires, while the game is in progress, is strictly prohibited.

29. Score Keeper:
    The team who will keep score for each game shall be assigned by the commissioners. The manager shall be responsible for assigning a person from that team as scorekeeper.

30. Disciplinary Actions:
    a) Any ejection shall be reviewed for possible disciplinary action by the Commissioner and the Recreational Department.
    b) Any player or manager ejected from the game shall not be permitted to remain in the team dugout or disrupt the play of the game. An ejected player or manager must remove himself/herself from the ballpark. Use of profanity by a player or manager may result in ejection from the game and possible suspension.

31. Modified Flip Flop Rule:
    a) If the home team is behind by six or more runs at the beginning of the 7th inning, the home team will bat again. If after three outs the home team has not tied or gone ahead, the game is over.
    b) If the home team ties or goes ahead, the visiting team has one opportunity to bat, to win the game. If the score is tied at the end of the 7th inning the games go to an 8th inning.
    c) This is all subject to the 75-minute time limit. An inning cannot start after 70 minutes.

32. Scorekeeping Rule:
    A team that misses their scorekeeping duties will forfeit their game played that day if they won or if they lost it will be their next scheduled game.

33. Governance:
    a) Neighborhood Division 5 is governed by a seven-member elected Board of Directors (BOD).
    b) Resuming with the 2018 Fall Season and continuing annually thereafter two new BOD members will be elected. Note that N5 does not have term limitations. Therefore, BOD members may seek re-election.
    c) All active N5 players, managers and umpires for the Fall Season are eligible to vote.

d) To qualify, BOD candidates must be (1) an active N5 player, manager, or umpire; (2) a player, manager or umpire for three full seasons and (3) a year- round resident of The Villages.

e) Candidate applications will be available at the field beginning on the first play date in October and remaining available the second and third play dates. Completed applications may be submitted to any BOD member until the end of play on the third October play date.

f) A slate of qualified candidates will be posted at the field and voting will take place on the first play date in November. Eligible voters (section c. above) are to mark their paper ballot and then place it into the N5 ballot box. Voting concludes at the end of the day's last game.

g) Election result will be tabulated and conveyed via email to the current N5 managers, umpires, and BOD members within 24 hours after the election.

h) The term of departing BOD members ends the Monday following the election.

i) The three-year term of newly elected BOD members begins on the Monday following their election.

j) Newly elected BOD members are expected to accept and perform recurring and assigned duties (see below). A BOD member who fails or is unable to perform BOD duties may be removed if deemed appropriate and necessary by the BOD.

k) Recurring BOD duties include but are not limited to: N5 administrative tasks such as player sign-ups, player assignments, selecting managers, scheduling games and umpires, field assignments, and providing game day assistance, as needed.

l) Assigned duties include supervising selection and assignment of substitute players, performing "opening activities", overseeing and maintaining continuity during games, and performing "closing activities" that includes verification and faxing of score sheets.

m) At the first meeting following an election, the BOD will select a chairperson to serve as the BOD Commissioner. The Commissioner calls for and chairs BOD meetings.

n) In situations where a member does not complete his/her term, the BOD will appoint a qualified replacement to complete his/her term.

o) All BOD members must have a computer and email available for BOD interactions.

END

Effective Sept 1 2026 Changes in RED