

Bye 50+ SENIOR SOFTBALL RULES 5/9/22

Any rule not covered herein will revert to the Municipal Sports Slow Pitch Municipal Sports and its supplemental rules. The following rules supersede those of Municipal Sports.

SECTION 1 – Players must be 50 years & over (Men); 40 years & over (Women).

A player is eligible to play if the player's 50th (m) or 40th (w) birthday falls within the calendar year of the league season.

SECTION 2– SLOW PITCH: Games will be played on a regulation softball field.

(a) A strike is a pitched ball that lands touching any part of home plate or the extension mat, provided the pitch has an arc as high as the batter's head with a maximum of 16 feet.

(b) Batters are allowed 4 balls and/or 3 strikes. All batters start with a 1-1 ball/strike count. Second foul ball following the second strike will be considered a strike out.. There is no base penalty for any player who draws on a walk on straight balls without a thrown strike.

(c) PITCHING AREA - The pitcher may pitch from the pitcher's plate or from the pitcher's box, an area the width of the pitcher's plate and up to 12 feet behind the pitcher's plate. .

(d) FACE SHIELDS - Defensive players are permitted to wear a shield on their face/head protection in the field but it must be constructed of a molded, rigid material.

(e) WARM UP PITCHES – Each pitcher is allowed up to 3 warm-up pitches each inning. Umpires have the authority to allow a reasonable number of warm-up pitches to an incoming pitcher due to circumstances that require a pitcher to be removed by substitution, rule, or injury.

(f) INTENTIONAL WALKS - The coach, pitcher or other member of the defensive team may request an intentional walk either before or during the pitch count.

SECTION 3 – GAME TIME LIMIT: No new inning can start after 1 hour and 15 minutes from the scheduled start time.

MERCY RULE: If a team is behind by 15 or more runs by the end of the 5th inning (or 4½ innings if home team is ahead), the game will be called. (Same as Slow Pitch Softball rule).

SECTION 5.1– BATTING ORDER: All players who sign the scorecard at the start of the game must be placed in the batting order (line-up). Late arriving players are to be placed at the end of the batting order. Borrowed players (bye players) may bat anywhere in the order. If a player physically replaces another team member, that player will assume the batting position of the replaced player (straight substitution) and the original player must leave the game. No other changes may be made in the batting order once the game has started

SECTION 5.2 - FORFEITS & BORROWING PLAYERS:

(a) If a team has 7 players or less, the game will be a forfeit.

(b) Managers may substitute for up to 2 missing players using the guideline in section 5.2 (c)

(c) BYE PLAYERS - Players on a team not scheduled and players on the 55+ league may be called by a manager to play at any position for absent roster players on scheduled teams. No players can sub other than those mentioned after the add/drop deadline and non rostered players that sub before that deadline must fill out the add/drop form.

(d) Managers must inform the opposing team's manager of which replacement players are being used during the pre-game meeting. Managers must present a line-up card that includes indicated replacement players to the opposing manager before each game.

SECTION 6 – All games have a GRACE PERIOD of five minutes to field eight players

SECTION 7 – INNING RUN LIMIT: For the first five innings of any league game, the scoring in any half inning may not exceed 5 runs. There is no run limit after five complete innings or any earlier inning that begins with ten (10) or less minutes remaining in the game.

SECTION 8 – COURTESY RUNNERS are permitted. Each player can be a courtesy runner a maximum once per inning and a courtesy runner must be the last out. If the player who was the last out has been used in the inning, the next courtesy runner will be the second to last out, etc.

SECTION 9 – A courtesy runner may be taken any time and at any base during the inning. No **COURTESY RUNNER** will be allowed from home plate.

SECTION 10 – BASERUNNING:

(a) **RECORDING OUTS** A runner may be ‘tagged’ or forced out during any play, except at home. If a runner touches home plate, the runner is automatically out. If the defending team attempts to tag the runner, the runner is automatically safe. Defensive outs at a base must be recorded by tag or while the defender possesses the ball in contact with the standard base bag.

(b) **HOMEPLATE OUTS** – A baserunner will be called out if the runner has not touched on or past the homeplate extension line when the ball is held by the defensive player while in contact with the homeplate. A baserunner will be called out if the runner touches homeplate without first touching or crossing the homeplate extension line.

(c) **FORCE PLAYS** - Plays on extra base attempts can be either force or tag plays. Once a player advances more than halfway to the next base or home plate, he/she may not return to the previous base and must either be tagged out or forced out at the base/plate to which they are advancing. (Exception – Players may return to original base if a batted ball is caught.) When a baserunner is ‘forced’ to advance to the next base by a trailing runner, the baserunner must be tagged or put out at the base to which they are advancing. The baserunner will be called out if the runner is tagged by a defensive player who is in possession of the ball or the ball is held by the defensive player while in contact with the appropriate base.

(d) **ROUNDING BASES** - Players that round a base and are moving in the direction of the next base, once the player runs halfway to the next base, cannot return to the base and can be put out by tag or at the base to which they are advancing. Players that round a base and are attempting to return to a base after moving in the direction of the next base, but who have not passed the midline, may be tagged or forced out at the base to which they are returning, (umpire’s decision)

(e) **EXTENDED BASE LINES** – The first base extension is in play only for the runner. The batter-runner has the option of touching the regular base or the first-base orange extension base, except when there is a play at first base, and then the batter-runner must touch the orange first base or the ground on or beyond the extended base line. A runner may touch on either side 2nd or 3rd base within the extent of the extended base lines if not progressing through the base. (EXCEPTION) When progressing through 1st, 2nd or 3rd base on an extra base hit, a runner must touch the white base.

(f) **RUNNING THROUGH A BASE** - A runner who “runs through” a base, need not return to the base to continue on to the next base/home plate. Runners may also “run though” a base when returning to that base.

(g) **AVOIDING CONTACT** - Baserunners must avoid avoidable contact with defensive players. Baserunners that make avoidable contact or interfere with fielders ability to make play will be called out (umpire’s decision).

SECTION 11 – SLIDING by baserunners is not allowed. A baserunner who slides will be called “out.”

SECTION 13 – Teams are allowed to play with no more than 11 defensive players.

SECTION 14 – SCORING LINE RULE: The 1st base line will be extended to the backstop through home plate. The scoring line begins 3’ from home plate and extends to the backstop. When attempting to score, the runner’s foot must touch the ground on or beyond this line before the fielder touches home plate or its extension

while in possession of the ball (force play). If the defensive player attempts to tag the runner at home, the runner will be declared safe.

SECTION 18 – TIEBREAKERS for mid-season draft and final league placement:

1. First tiebreaker is head to head record.
2. Second tiebreaker is record against common opponents.
3. Third tiebreaker is run differential against each other and then against common opponents.
4. Coin flip

SECTION 27 – THE OFFICIAL BAT shall be round, made of hardwood or metal, no more than 34 inches long, and no more than 2¼ inches in diameter at its largest part. A tolerance of 1/32nd of an inch is permitted for expansion. The bat must have a safety grip of cork, tape, or composition material. The safety grip shall not be less than 10 inches long, and shall not extend more than 15 inches from the small end of the bat. Bats cannot be altered or tampered with, including the manufacturer's labeling. Umpires may remove any bat(s) that they suspect might be altered. This discretion is left entirely to the umpire, and he/she needs no more evidence than a suspicion to remove a bat for the remainder of a game. Bats cannot exceed 1.20 BPF

(a) **WOOD BAT** – The bat may be made of hard wood, in one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat.

(b) **METAL BAT** – Metal bats must have only ONE layer of metal which composes the outer wall/shell of the bat. The handle/neck of the bat may be made of a separate piece from the barrel of the bat. The handle/neck of the bat may be composite. No bat may contain or have wording suggesting it contains titanium or other material of similar qualities. Multi-wall/shell bats are illegal. An illegal inner wall/shell is defined as any cylindrical layer separated from or made of a different material than the core of the barrel of the bat, regardless of whether this layer is fused, bonded, or has a zero-tolerance with the outer wall/shell. Bats must have an attached knob. Bats with composite barrels are also illegal. (See Municipal Sports Slow Pitch Softball banned bat list.)