

CAPITAL DISTRICT SENIOR SOFTBALL

OFFICIAL OVER-55 HI-ARC DIVISION RULES

(Latest Revision – Apr 17, 2008)

Our league is founded on good sportsmanship. Abuse of umpires, other players and spectators will not be tolerated. In general, use of bad language or inappropriate physical action may lead to suspension of playing rights.

Only managers will be allowed to discuss calls with umpires. If it is a judgment call, no protest allowed. Only what a manager considers a misinterpretation of the rules is a valid cause for a protest. The protest must be given to the plate umpire by the protesting manager before the next pitch is thrown. Umpires will report the protest to the UIC who in turn will give the protest to the league president for further action.

Crashing into fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected.

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Rule I: Introduction

Our rules are a mixture of ASA and non-ASA rules. Any situations not covered by these rules will be governed by the Slow Pitch options in the Official Softball Playing Rules of the Amateur Softball Association of America.

Rule II: The Playing Field

- 1. The official playing fields shall be those designated by the league.**
- 2. The home team is responsible for having the field ready to play.**
- 3. Pitching distance is 50 feet**
- 4. Length of bases is 65 feet**

5. To get the field ready, the following must be done:

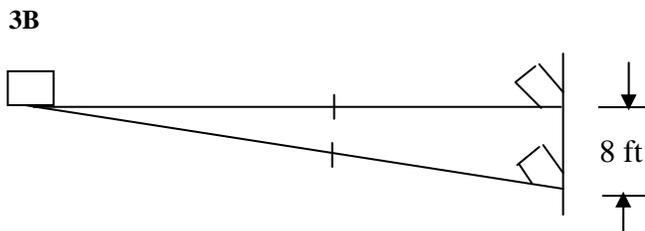
a. Fields have to be lined.

b. A commit line shall be drawn perpendicular to the baseline halfway between third base and home plate.

c. Any excess water or loose stones must be removed and the field raked

d. Double first base, if not already installed, must be installed and the single first base, if originally installed, is placed off the field.

e. A second home plate shall be placed eight feet from the regular home plate on a line parallel to the first base foul line as shown in the following diagram:



f. An official strike mat shall be placed behind the regular home plate.

g. After the 11AM game, the home team is responsible for returning the double first base plus the second plate and strike mat to the shed and putting the single first base (if originally installed) back on first base.

Rule III: Equipment

1. The official softball used for league play shall be the same ball that was used by the over-55 modified division for the 2007 season.

2. Helmets are not required.

3. Metal cleats are not allowed. A player found to be wearing metal cleats must remove them immediately or be ejected from the game.

4. The league must provide each player with his team's shirt. Players must wear the shirts provided by the league. If a player is not wearing the proper shirt, he may play but will receive a warning. If he has been issued a proper shirt and does not wear it in subsequent games, he will not be allowed to play.

5. Players have the option of wearing hats but will have to be team hats, with sponsor's name, if worn.

6. All equipment is to be off the field during play.

7. Legal bats as per ASA rules will be used. Any violation will result in the removal of that bat and game ejection of the player using that illegal bat.

Rule IV: Players and Substitutes

1. A team must have a minimum of 9 players to start game or game is forfeited. A 15 minute grace period is allowed.

2. A substitute player is defined just as a substitute for that game when the team just has 9 players while a replacement player is a 3 game minimum replacement due to an injury. Managers are required to contact the Player Personnel Committee to supply replacement players and time permitting, substitute players.

3. Teams can pick up a 10th player before and on the date of the game and the substitution only needs opposing managerial approval if the substituting player has a higher rating than the player substituted for. If substituting player has an equal or lower rating than the player substituted for, no managerial approval required. Team can pick up a 9th player without managerial approval to prevent a forfeit.

4. Maximum number of players in the field is 11.

5. Late arriving players will be given adequate time to warm up and must be placed at the bottom of the batting order and are in the game when the team manager informs the opposing team manager and the home plate umpire.

6. Courtesy runner must be player making last out, unless that player needs a runner, then move to previous out and so on until that player does not need a runner.

7. Each player must play a minimum of 4 innings in a full length game. At the players request he can be used as a designated hitter only.

8. A player who misses two consecutive games and has failed to notify his manager will be subject to dismissal. Manager should contact that player and if the player gives a negative response or can't be reached, plus the player does not show for the next game, he is subject to suspension upon review.

9. An injured player can be replaced but must be replaced for a minimum of three games before the injured player can return.

10. Regarding any necessary replacements for an injured player, the replacement player can be any rating if the player replaced is rated at A or above. Any player rated B or less can only be replaced by a player rated B or less.

11. Team must bring roster up to 14 players whether on a temporary or permanent basis as long as there is a replacement player with the proper rating (see Rule IV:10). The manager has the option to not add a 14th player if the replacement player is rated lower than the replaced player.

12. If a player leaves the game he will be dropped from the batting order. An automatic out will not be recorded when his spot in the batting order comes up. Players can return to the game, but must return to their original position in the batting order. Re-entry is unlimited at any defensive position.

13. If the game starts with nine roster players plus one substitute to bring the roster up to 10, the substitute player is immediately removed when another roster player shows up to play.

14. An injured player may remain in the game at his discretion.

15. The In-season replacement of players shall be governed by the Player Personnel Committee.

Rule V: The Game

1. The fitness of the ground to start a game shall be decided by the team managers and groundskeeper on the day of the game. The ruling will be based on the majority choice.

2. Batting practice shall take place prior to the game, time permitting. Alternating players from each team will do it. Each batter will be allowed three swings as time permits. All players must be off the field five minutes prior to game time without exception.

3. Length of games is 9 innings.

4. Saturday early games start at 9AM with no time limit

5. Late game starts at 11AM

6. Each team can score 5 runs in an inning. If they are behind, they can score 5 runs or until they tie the score, whichever results in more runs. In both cases, if an over the fence home run occurs before the run limit is reached, all runs as result of the home run count. No limit on runs scored in the final inning and beyond.

7. A game shall be official if five or more complete innings have been played, or if the home team has scored more runs in four or more innings than the visiting team has scored in five or more innings. If game called before it's official, game is picked up from that point at a later date.

Rule VI: Pitching Regulations

1. Situations covered by these rules will be enforced, even if different from` the ASA slow pitching rules.

2. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

3. The pitcher must not use windmill.

4. The pitch shall be delivered on the throwing arm side of the body and not behind or through the legs.

5. Pitcher may not push off with the pivot foot in front of the pitcher's plate. Pitcher must push off with the pivot foot within the 24" boundary of the pitcher's plate and no further back than 5 feet behind the pitcher's plate.

6. The pitcher shall not deliver a pitch from the glove.

7. Ball must be delivered with a perceptible arc with moderate speed and be between 6 to 12 feet at its maximum height. After one warning, umpire can remove pitcher to another position if he judges the speed excessive.
8. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory except the catcher who must be behind the plate.
9. Pitcher has 10 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".
10. Any infraction of 1-10 is an illegal pitch. If a batter hits an illegal pitch, the offensive team has the option of either taking the play or having the pitch called a ball and no runners advancing
11. If the ball slips out of the pitcher's hand during the delivery, a ball is declared on the batter.
12. No more than 3 warm up pitches allowed. 1st inning allow a maximum of 5 pitches

Rule VII: Batting

1. The batter is allowed two foul balls after he has two strikes. The third foul ball will be strike three and batter is out. Dead ball.
2. If batter swings at pitch and misses, but ball touches the batter, especially his hands or wrist, or hit on the follow through, it is a dead ball strike and if third strike, batter is out.
3. If the batter doesn't take the batter's position within 10 seconds after being directed by the umpire, a strike is called on the batter.
4. A pitch will be called a strike if it is within the limits of 6 to 12 feet from the ground and hits the plate or the strike mat behind the plate on the fly. The mat used is the official mat for hi-arc play
5. If a legally pitched ball hits the batter in the strike zone, it's a dead ball strike and if third strike, batter is out.
6. Bunting is not allowed. If a batter bunts the ball he is out and the ball is dead. It is not a bunt if no contact is made. If a player bunts at a ball and no contact is made, a strike is called but he is not out unless it is the third strike.
7. A batter may not run on a dropped third strike. He is out.
8. On an over the fence home run, it is the batters option to run the bases. This option also applies to runners on base at the time the home run was hit. As such, should the batter and/or runners decide to circle the bases, they are released from the liability to touch each base and the alternate home plate.
9. Batting out of order. Appeal play only. Example: A is scheduled to bat and B bats:
 - a. While B is batting, and the error is discovered, A comes to bat and A assumes the existing ball/strike count.

b. B completes the turn at bat and the defensive team appeals before the next pitch. A is called out, all scores and advances are nullified, all outs that occur stand and the batter following A in the lineup comes to bat. If B is the batter following A in the lineup, B's turn at bat is skipped and the batter following B in the lineup bats.

c. If the defensive team appeals after B bats and the pitcher delivers a pitch to the next batter, the appeal is not valid. Play continues and those scheduled to bat between A and B miss their turn.

10. If a batter forcefully throws his bat, it's a dead ball and the batter is out. If, in the estimation of the umpire, it was an intentional act, the player is ejected from the game and subject to disciplinary action by the league.

11. If the pitcher desires to walk the batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.

Rule VIII: Batter-runner and Runner

1. Stealing is not permitted. If a catcher attempts to pick off a runner, all runners may advance at their own risk without having to return to base.

2. A runner may not leave the base to which he is entitled until ball is hit or passes the batter. If a runner leaves before that, it is a dead ball and the runner is declared out.

3. Runners are not allowed to crash into any fielder that, in the umpire's judgment, they can avoid. In that event, the runner is out and subject to disciplinary action. Ball is dead and runners remain at the base they possessed at the time of the pitch.

4. **Obstruction on a base runner:** Def: *A fielder impeding the progress of a runner or batter-runner when that fielder is not in possession of the ball nor in the act of fielding the ball. Contact is not necessary to impede a runner's progress.*

In the event of base runner obstruction, umpire immediately calls a delayed dead ball (DDB). If defensive team tags or forces the obstructed runner within the area of protection, the ball is dead and the runner is awarded the base that in the umpires judgment, would have been the base entitled to if the obstruction didn't occur. If the runner goes past that point, the ball is live and the runner is at risk to be put out.

5. **Obstruction on a batter:** Def: *A defensive team member who hinders or impedes a batter striking at or hitting a pitched ball.*

In the event of batter obstruction, umpire immediately calls a delayed dead ball and the offensive team has the option of taking the results of the play or having the pitch called a ball.

6. If the runner crosses the commit line, he is forced to go home. Out must be made at home plate, no tagging allowed. If he turns and goes over the commit line back to third base, the ball remains live but the runner is automatically out unless the umpire rules obstruction. Touching the line is sufficient to going over it.

7. If batter-runner or runner runs outside of the 3 foot lane he is entitled to, to avoid a tag, it's a live ball and the batter runner or runner is automatically out.

8. If a runner passes another runner, the passing runner is automatically out and the ball remains live.

9. If more than one runner on a base, the base belongs to the lead runner unless he is forced to go to the next base.

10. Interference: Def: *The act of an offensive player or team member, umpire or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary*
If interference occurs without the possibility of completing a double play by a runner on base, the interfering runner is out, the ball is immediately dead and the batter-runner is awarded first base.

11. If a batter-runner retreats toward home plate to avoid being tagged, that is interference. For any interference by the batter-runner, the ball is dead, the batter-runner is out and other runners, if any, return to the base last touched at the time of the interference.

12. If a batted ball hits the runner, and the runner is off the base, the runner is out;

a. if the ball didn't pass any fielder other than the pitcher.

b. if the ball passed a fielder without being touched and there is another fielder capable of making a play.

In both cases, ball is dead and the batter-runner is awarded 1st base

13. If a batted ball hits the runner, and the runner is off the base, the runner is not out;

a. if the ball passed a fielder other than the pitcher and there was no other fielder capable of making a play.

b. if a fielder, including the pitcher, touch the ball before hitting the runner.

In both cases, ball is live.

14. If the runner is on the base when hit, runner not out. Ball is dead if in the umpire's judgment a fielder had a chance to make a play. The batter-runner is awarded 1st base and all runners forced, advance one base. If no fielder had a play, again in the umpire's judgment, the ball is live.

15. If ball hits the umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner awarded 1st base and all runners forced, advance one base. If ball hits umpire after passing a fielder other than the pitcher and no other fielder could make a play, ball is live.

16. If a runner interferes with the attempt of a double play by the defense, the ball is dead and both the offending runner and the runner closest to home are declared out.

17. No overrunning of bases is allowed. Runner has the option of sliding to avoid crashing into the fielder.

18. Sliding or diving is permitted.

19. A runner can legally tag up when the fielder touches a ball that is eventually caught by that fielder or another fielder.

- 20. Infield fly rule: An infield fly can only be called if there are less than 2 outs and either 1st and 2nd occupied or bases loaded. The infield fly should not be called until the ball is descending so it can be reasonably determined that the ball is easily catchable by an infielder, pitcher or catcher.**
- 21. When a fielder, in the umpire's judgment, intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort, with bases loaded, runner on first, runners on first or second or runners on first and third, with fewer than two outs, the ball is dead, Batter-runner is out and all runners must return to the last base touched at the time of the pitch. IF AN INFIELD FLY IS RULED, IT HAS PRECEDENCE OVER AN INTENTIONALLY DROPPED BALL.**
- 22. Dead ball area is over the fences in foul territory or in the openings by both dugouts. If ball is thrown into dead ball area, runners get two bases from the time of the throw.**
- 23. When a fair batted ball goes into dead ball territory, two bases for runners at time of pitch.**
- 24. A fair batted ball that bounces over the fence, gets lodged in the fence, or goes under the fence is a ground rule double. Runners advance two bases from time of pitch. Outfielder will signal by waving.**
- 25. A fair batted ball that deflects off a fielder before hitting the ground, and goes over the outfield fence in fair territory is a home run. If it goes over the fence in foul territory, it's a double.**
- 26. If fielder throws glove at batted ball and makes contact, three bases for runners at time of pitch. Ball remains live. If batted ball would have cleared fence – FOUR BASE AWARD.**
- 27. If fielder throws glove at a thrown ball and makes contact, two bases for runners at time of throw. Ball remains live.**
- 28. A double first base will be used. If there is a play at 1st base and,**
- a. if the force out attempt is from fair territory, the batter-runner must use the orange portion or else he is out on appeal, while the defensive player must use just the white portion to record an out. Appeal must be made to umpire before runner returns to 1st base.**
 - b. if the force out attempt is from foul territory, the defense and the batter runner may use either the white or the colored portion of the base.**
- 29. If there is no play at first base, the batter-runner is allowed to touch either base when rounding.**
- 30. Once batter runner gets to 1st base, both the orange and white portions belong to both the runner and the fielder.**
- 31. A runner attempting to score a run must touch the Alternate Home Plate before defensive player touches the Original Home Plate while in possession of the ball. Only if the ball is caught by a fielder touching the regular home plate before the runner reaches the alternate home plate is the runner out. Tagging the runner in this situation is not allowed.**
- 32. If the runner touches the regular home plate instead of the alternate home plate, he is automatically out and the ball is live.**
- 33. If the runner does not touch the alternate home plate to avoid a collision, obstruction is ruled and the runner is declared safe.**

34. An unfinished play, wherein both the runner and defensive player failed to complete the play, becomes an appeal play until such time that the next pitch is delivered or the defensive team leaves the field.

35. A fielder must tag a runner to execute an out other than a force out. A force out requires the fielder to touch the base where the runner is forced.

36. Base path: Def: *A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner. Different from the baseline which is an imaginary line directly between bases,* The runner is out when running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder. The ball remains live.