

# **CAPITAL DISTRICT SENIOR SOFTBALL**

## **OFFICIAL OVER-55 HI-ARC DIVISION RULES**

(Latest Revision – 14 September 2019)

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 is 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 be not tolerated. Players committing that offense will be subject to being ejected.

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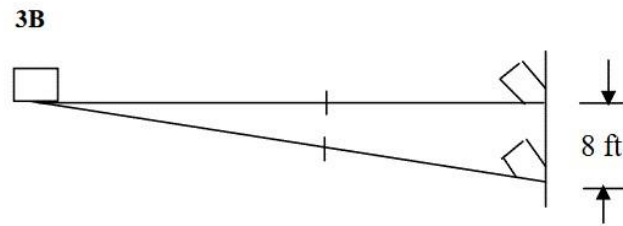
### **Rule I: Introduction**

Our league uses the **Official Softball Playing Rules of the Amateur Softball Association of American (ASA)**, with the following exceptions as outlined below.

### **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 “commitment 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. The 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 (8) feet from the regular home plate on a line extended from the first base foul line as shown in the following diagram:



- f. An official strike mat shall be placed on top of the regular home plate.
- g. The pitcher screen must be set up at the mound
- h. After the final game of the day, the home team is responsible for returning the double first base, the second home plate and strike mat to the shed, as well as putting the single first base (if originally installed) back at first base.

### **Rule III: Equipment**

1. The official softball used for league play shall be the same ball that was used for the previous season. Compression .375 Core 44
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 it 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/USA rules will be used. Any violation will result in the removal of the illegal 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 a game or the game is forfeited. A 15 minute grace period is allowed.

2. A substitute player(s) is defined just as a substitute for that game when the team just has 10 or fewer rostered players, whereas a replacement player is a 3-game minimum replacement due to an injury. Managers are required to contact the **Division Commissioner** to supply replacement player(s) and time permitting, substitute player(s).
3. **Substitution Rule:** If a team is down to 10 or fewer players, the “line value” of the missing player(s) is/are averaged (and rounded off) to determine the “line value” of substitute player(s) that can be used to bring the team up to 11 players for that game.
  - a. **Example 1:** A team is down to 8 players and is missing their 2, 6, 9, 10 & 11. The average of the missing players is  $(2+6+9+10+11)/5 = 7.6$ . Thus, 3 subs of line 8+ can be used.
  - b. **Example 2:** A team is down to 10 players and is missing their 3, 7 & 9. The average of the missing players is  $(3+7+9)/3 = 6.3$ . Thus, one sub of Line 6+ can be used.
  - c. Note that an “x.5” average is rounded up (e.g.,  $6.5 = 7$ ).
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 managers and the home plate umpire.
6. Each player must play a minimum of 4 innings in a full length game. At the player’s request, he can be used as a designated hitter only.
7. A player who misses two consecutive games and has failed to notify his manager will be subject to dismissal. Manager should attempt to contact that player and if the player gives a negative response or cannot be reached, plus that player does not show for the next game, he is subject to suspension upon review.
8. 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.
9. If the game starts with 9 rostered players, plus one substitute to bring the roster up to 10, the substitute player is immediately removed when another rostered player shows up to play.
10. The in-season replacement of players shall be governed by the **Division Commissioner** or designee.

## Rule V: The Game

1. The fitness of the field 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 majority choice. Once the game starts, the umpire(s) will be the judge of the fitness of the field to continue or call the game.
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 (3) swings as time permits. All players must be off the field five (5) minutes prior to game start time without exception.
3. Length of a single scheduled game is 9 innings. Double-headers will be 7 innings each.
4. Saturday early game start time is 9 AM, with no time limit.
5. The late Saturday game start time is 11 AM, with no time limit.
6. The weekday game start time is 6 PM, but may be moved up to 5:45 PM or 5:30 PM depending on available daylight at time of year.

7. A game shall be official if 5 or more innings has been played, or if the home team is leading after 4 and a half innings. The winner of an official game will be determined as outlined in the ASA Rule Book. If a game is called before it has become official, it will be suspended and resumed from that point at a later date.
8. Each team can score up to 5 runs in an inning, with the following exceptions:
  - a. Runs in excess of 5 will all count for an over-the-fence homerun.
  - b. **“Catch-Up Inning:”** The trailing team may score as many runs as they need to tie the game in the 8<sup>th</sup> inning of a 9-inning game (or the 6<sup>th</sup> inning of a 7-inning game).
  - c. The 9<sup>th</sup> inning of a 9-inning game (or the 7<sup>th</sup> inning of a 7-inning game) will be an “open inning” with no limit on runs scored.
  - d. All extra innings will be “open innings” with no limit on runs scored.
9. The *International Tie-Breaker* will not be used in extra innings.

## **Rule VI: Pitching Regulations**

1. The ASA slow pitch rules will be used, with the exceptions below.
2. 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 than 5 feet behind the pitcher’s plate.
3. **Pitching Screen**
  - a. The pitcher must use the protective screen but does not have to stand behind it after the pitch has been released.

## **Rule VII: Batting**

1. Each batter’s at bat will begin with a “1-1 count” (i.e., 1 ball and 1 strike).
2. Any batted ball that strikes the Pitching Screen will be a dead ball “do-over” with no change in the batters ball/strike count.
3. The batter is allowed one “courtesy foul” after he has two strikes, after which a subsequent foul ball will result in a strikeout.
4. A pitch will be called a strike if it lands on the strike mat, after being delivered legally with an arc limit of 6 to 12 feet from the ground.
5. On an over-the-fence homerun, it is the batter’s option to run the bases. This option also applies to any runners on base at the time the homerun was hit. As such, should the batter and/or runner(s) decide to circle the bases, they are released from the liability to touch each base and the alternate second home plate.
6. There is no team limit on over-the-fence homeruns.
7. If a batter forcefully throws his bat, it is 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 will be subject to disciplinary action by the league.
8. **Intentional Walk (“IW”):** defined to be three straight balls or a verbal notification by the pitcher to intentionally walk the batter.
  - a. Any batter that has had an “IW” in the game can decline any subsequent “IW”, in which case, the batter will remain at the plate with the count reverting back to “1-1”. This can

cycle for an unlimited number of times until the batter swings at a pitch or a pitch is called a strike for landing on the strike mat, after which the at bat will continue as normal.

## **Rule VIII: Batter-Runner and Runner**

1. Sliding or diving is permitted. (All runners “must slide or get out of the way” after being forced out at any base or will be subject to the ASA Rule Book interference rule.)
2. **Courtesy Runner:** Last batted out will determine the courtesy runner. If that player is not able to run, drop down to the next last batted out player in the lineup. There is no limit on how many courtesy runners a team can use in any one inning.
3. As a “rule of emphasis,” any runner will be called out if he fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate. If such a runner “leaves early,” a dead ball and no pitch will be declared, and the runner is out!

## **ASA Rules of Emphasis for CDSSL**

- 1) **Illegal Pitch:** A delivered pitch that does not have a 6 to 12 foot arc will be declared “Illegal.” A “Ball” will be awarded to the batter, unless the batter swings at it, in which case the play will stand. There is no longer any option for the batter.
- 2) **Runner Leaving Early:** A runner will be called “Out!” for leaving his base before the pitched ball reaches home plate or before the pitched ball touches the ground before reaching home plate, or is batted. No pitch shall be declared, the ball is dead, and all subsequent action on that pitch is nullified. In other words, a runner will \*not\* be declared out if the pitched ball hits the ground (always a dead ball in slow pitch) or hits the mat for a “Strike” (even if the batter swings and misses).
- 3) **Infield Fly:** When runners are on 1<sup>st</sup> & 2<sup>nd</sup> or bases loaded and less than 2 out. When the ball reaches its peak and any infielder can catch the ball with “ordinary effort”, the umpire is to call “Infield Fly, batter is out” (and add, “If fair” if near the foul line). “Any infielder” includes the pitcher and catcher, as well as any outfielder that has come into the infield where an infielder could have caught the ball. This “Infield Fly” rule is to \*protect\* the offense from an easy double play, not to give the defense an easy out. It can be called (corrected) even after the ball hits the ground (technically up until the next pitch to the next batter!).
- 4) **Appeals (MABL)** made by the offended team (live action or dead ball) include:
  - a. Missed base by a runner(s) or wrong part of double first base on a play
  - b. Attempting to run to 2<sup>nd</sup> after overrunning 1<sup>st</sup> base
  - c. Batting out of order
  - d. Leaving base too soon on a caught fly ball or pop up
- 5) **Double First Base:** If there is a play at 1<sup>st</sup> the batter-runner must use the orange portion or else he is out on appeal (to umpire before runner returns to 1<sup>st</sup>), while the defensive player must use just the white portion to record an out. On a hit or when there is no play to 1<sup>st</sup> base, the batterrunner can use either the white or orange base. (If a throw to first is coming from foul ground, then the fielder and runner are encouraged to switch bases.)

- 6) **Home Plate Mat:** If a runner touches the home plate mat instead of the alternate home plate, then he is to be declared “Out!” and the ball remains alive.
- 7) **Commitment Line:** If a runner passes or touches the commitment line, then he *\*must\** go to the alternate home plate. If the runner heads back toward 3<sup>rd</sup>, then the runner is declared “Out!” and the ball remains alive. A runner cannot be tagged “Out” between the commitment line and the alternate home plate. It is always a force play for the defense at home plate.
- 8) **Overthrow to dead ball territory:** Runner(s) are always awarded two bases from where they were at the time of the throw (based on the position of the lead runner).
- 9) **Obstruction:** This is when the defensive player, without the ball, impedes the runner in his base path. The umpire is to call “Obstruction” (stick out left arm parallel to the ground) and award the runner any base or bases he would have had had there been no obstruction. The runner is *\*not\** protected beyond the “protected” base caused by the obstruction. If there is play on an obstructed runner, then the umpire is to immediately call “Dead Ball” and award the proper base(s).
- 10) **Interference:** This is when the offense interferes with the defensive player’s ability to field a ball or make a play. The umpire is to immediately call “Dead Ball! Interference!” when interference occurs. If the interference is caused by a retired runner, then the runner closest to home is also declared out!
- 11) **Coaches Interference:** If any base coach aides any runner by touching him or runs down the baseline in order to confuse the defense, that runner is to be declared “Out” and the ball remains alive.
- 12) **Runner Aided:** A runner can only be aided (or touched) by another runner during a live ball with no penalty, as long as the trailing runner does not pass the preceding runner (just an arm or leg in front is not considered passing). Any runner passing another runner is to be declared “Out” and the ball remains alive.
- 13) **Runner hit by batted ball:** If a runner is hit with a batted ball while in contact with a base, he is *\*not\** out. The ball is dead if the fielders are behind the runner (most likely in slow pitch), award the batter a single, and move any forced runners one base, otherwise the ball remains alive. If a runner is hit by a batted ball while off the base, the runner is “Out!” if there is a fielder behind the runner or if any other fielder could have made a play on the ball, otherwise the ball remains alive.
- 14) **Legal Catch:** A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove.
  - a. In establishing a valid catch, the fielder shall hold the ball long enough to prove complete control of it and/or that the release of the ball is **voluntary and intentional**. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.

- b. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.

15) Loud use of **profanity** will result in **ejection!**