

DEARBORN RECREATION

2010 SPRING/SUMMER SOFTBALL

50+ RULES AND REGULATIONS

GAME RULES

1. This league shall be governed by USSSA rules as particularly applicable with RULE 15. MASTERS PROGRAM and the Dearborn Recreation Softball Rules and Regulations. Any overrides to the aforementioned rules will be found in these league rules.
2. **BATTING.**
 - A. The batter is out if he has two (2) strikes or he hits a second foul after one strike (the ball is dead). The batter is awarded first base when three (3) balls are called by the umpire or when the Pitcher tells the Umpire to intentionally walk a batter.
 - B. All the players on the team may bat. However, the batting order shall be maintained and if a player must leave the game for any reason, he must be replaced by a substitute. If no substitute is available, that player's batting position will be considered an out.
 - C. **BATS.** All bats having a Bat Performance Factor (BPF) OF 1.20 or less are legal and may be used. If a batter hits the ball with an illegal bat the batter will be declared an out. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.
3. **PITCHING.**
 - A. A legal pitch striking any part of Home Plate or the Strike Zone Mat will be a strike.
 - (1) *The strike zone mat will be 17" wide and 24" on to the tip of each side that abuts the back side of Home Plate. The end of the mat that abuts Home Plate shall have a "V" shaped notch that will conform to the outline of the back side of Home Plate.*
 - (2) *Each team will be responsible for providing a strike zone mat.*
 - B. A legal pitch must have an arc of **six (6) to twelve (12) feet** from the playing surface.
 - C. The softballs used by the league will not exceed a COR of .44.
 - D. **Pitching distance is 50' and the distance between bases is 70'.**
 - E. **THE RECREATION DEPARTMENT STRONGLY RECOMMENDS THE USE OF SHINGUARDS AND MASKS FOR PITCHERS IN ALL OF OUR SOFTBALL LEAGUES. THIS IS NOT A MANDATE, BUT AN ADVISORY THAT HARD HIT OBJECTS MAY CAUSE INJURY. PLEASE PROTECT YOURSELF.**
4. **BASERUNNING.**
 - A. **COURTESY RUNNERS.**
 - (1) A courtesy runner may be any player on the team's roster who is in the batting order.
 - (2) There are no restrictions as to the number of courtesy runners per inning.
 - (3) A courtesy runner must be inserted prior to the first pitch to the following batter. However, a courtesy runner may be inserted at any time for a hitter/runner after the first pitch if the hitter/base runner is injured. A courtesy runner may run for a courtesy runner only in the case of an injury.
 - (4) A player may run only once per inning as a courtesy runner.
 - (5) Any player caught running more than once in an inning (as a courtesy runner) or running (as a courtesy runner) when it is his turn to bat, will be declared an out(as a batter not as a runner). This is an appeal play by the defensive team.

B. FIRST BASE PUTOUT

(1) A double 1st base bag shall be used (white and orange). The orange base shall be in foul territory abutting the white bag.

(2) The batter /baserunner will be called out if the fielder TOUCHES THE WHITE BASE while in possession of the ball before the batter/baserunner touches the orange base. If the fielder TAGS the batter/base runner before the batter/baserunner touches the orange base, the baserunner will be called SAFE. Tagging the batter/baserunner with the ball is not allowed.

(3) If there is an imminent play on a batter going to first base, the batter/baserunner must touch the orange base. The batter shall be called out for failure to do so.

(4). SLIDING OR DIVING HEAD FIRST is not allowed when going to first base or home plate. The base runner will be called out. Sliding or diving head first is allowed when returning to first base or at any time at second or third base.

C. OVERRUNNING BASES. A baserunner is not permitted to overrun 2nd or 3rd base without being subject to a "tag" put out.

D. INTERFERENCE. A batter-base runner is out when he interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the umpire is an obvious attempt to prevent a double play, the baserunner closest to home plate shall also be called out. Failure of the baserunner to slide or get out of the way is considered an obvious attempt to prevent a double play. The umpire will favor the defensive team on plays of this type.

5. FIELDING.

- A. The defensive team shall consist of eleven (11) players.
- B. Defensive substitution is limited to each inning with the exception of injury.

6. SCORING.

A. Each team is limited to scoring no more than five (5) runs per inning, i.e., after a team scores five (5) runs in an inning that team will become the defensive team even though they have not made three outs. Also, only five (5) runs per inning will be counted even though more runs were actually scored. *For example*, only 5 runs will be counted even though 8 runs were actually scored.

(1). EXCEPTION. If the offensive team has fewer runs than the defensive team, it may score enough runs to tie the score plus an additional five (5) runs.

(2). EXCEPTION. Either team may score more than five (5) runs in the seventh inning (***or the last inning when specified by the umpire***).

B. MERCY RULE. If after the losing team bats for six (6) innings, a team has a fifteen (15) run lead, the game is terminated and the leading team is the winner.

7. SCORING LINE.

A. The SCORING LINE shall extend from two (2) feet from the corner of Home Plate closest to 3rd base into foul territory at a 90-degree angle to the 3rd base foul line. The end of the SCORING LINE will extend to the backstop.

B. To score, a runner must have a foot down on or beyond the SCORING LINE before a defensive player, in possession of the ball, touches Home Plate.

C. A runner shall be called out if he TOUCHES OR CROSSES OVER any part of Home Plate or the STRIKE ZONE MAT.

8. RETIRING A RUNNER AT HOME PLATE.

A base runner can ONLY be retired at Home Plate - as in a "force" situation WITHOUT A TAG. The defensive player must have possession of the ball while touching Home Plate (not the strike zone mat), after the runner has passed the COMMITMENT LINE, but does not have a foot down on or beyond the SCORING LINE.

9. ROSTERS.

- A. **No one will be allowed to participate in a game or practice before he signs a Team roster.**
- B. **Roster requirements will be specified by the Dearborn Recreation Softball Rules and Regulations.**
- C. Switching teams by anyone after the player signs a team's roster is prohibited.
Exception: If a player is released by a team.
- D. Roster protest procedure.
 - 1. The umpire will be given a roster copy of each team.
 - 2. The manager of the opposing team may request that a player's eligibility as to age and roster signature be verified by the umpire.
 - 3. Players found to be ineligible, will be ejected from the ball game.
 - 4. Protests must be made by the third (3rd) inning.

10. SUBSTITUTES

- A. If a manager knows he will be short of players, he may ask player(s) from another team to be a sub for that game.
- B. However, any subs from other teams will be last in the batting order and will play the positions of catcher, 1st base, second base, right center field, or right field.
- C.
 - 1. No more than two (2) substitutes from other teams may be used.
 - 2. The team short of players may select two (2) substitutes. The first selection shall be accepted. The second selection can be vetoed by the opposing manager and another second substitute may be chosen by the team short of players which may not be vetoed. If only one (1) substitute is needed the substitute chosen may not be vetoed.
 - 3. The team using substitutes may use no more than ten (10) players. The penalty for not having your own players is the reduction of one (1) fielder/batter.
 - 4. The minimum number of players including substitutes is eight (8) in order to play the game. Less than eight (8) players is a forfeit. If a forfeit occurs, then a scrimmage game is recommended with the umpire officiating.
 - 5. No (0) substitutes may be used during the playoffs.
- D. If any players from the team using the subs show up after the game starts they will first make up the shortage for ten man team, then they will replace any substitutes being used.
- E. If an injured player declares to the umpire and opposing manager that he is unable to play the field and a substitute is used from another team, then that player is ineligible to play the field for that game.
- F. If a player is injured to the degree that he must leave the game, he must be replaced by a substitute. If no substitute is available, the injured players batting position will be considered an "OUT".
- G. If a team is violating these rules the opposing manager should ask for time out and meet with the opposing manager and the umpire and have changes made to comply. Compliance is not retroactive. If changes are not made, the game should be played under protest and a league meeting will be called to determine if that game should be awarded to the protesting team.

11. MISCONDUCT

- A. Misconduct includes but is not limited to un-sportsmanlike conduct, profanity, immoral gestures, fake tags, excessively disputing umpire's decisions, and verbally abusing umpires or players, coaches etc..

Penalty: The umpire has the sole discretion to give a warning to cease and desist. Or, the umpire can immediately eject the offending player / coach from the game. The ejected player/coach must immediately leave the ball park. If the ejected player/coach fails to leave the ball park the umpire may call the game a forfeit. The ejected player /coach is also ineligible to participate in the next game played by his team or substitute in any game until after he regains eligibility. Participation includes coaching or presence on the team's bench.

- B. Gross Misconduct includes any act of striking, fighting or any other obvious attempt to injure another person before, during or after a game.

Penalty: As specified above. Also, the player is ineligible to participate for 365 days from the date of the infraction. The ineligible player must also apply for reinstatement to the League's managers who will vote on whether to allow eligibility.

C. SPECTATOR MISCONDUCT

If the misconduct involves a spectator, the umpire will advise the team manager to get the spectator(s) to leave the ball park or the game will be forfeited to the opposing team.

12. LENGTH OF GAME.

A. A complete game shall consist of seven (7) innings. However, no inning shall start after one (1) hour and five (5) minutes which will constitute a complete game. Nevertheless, games which are tied will be continued, by playing additional innings, until a winner is determined.

B. The offensive and defensive teams shall change promptly between innings.

C. A STRIKE will be called when the batter delays entering the batter's box for more than 10 seconds after the Umpire signals PLAY BALL.

D. A BALL will be called if the pitcher fails to pitch the ball within 10 seconds after the Umpire signals PLAY BALL

13. FORFEITS

If less than eight (8) players including substitutes are present to start the game, the game is forfeited to the opposing team.

14. LEAGUE STANDINGS

The final league standings will be determined on the basis of the teams won/loss records. In case of ties the higher position will be awarded based on head to head games. If there is still a tie for 1st place, a playoff game will be held with each team paying their share of the costs.

15. PLAYOFFS ELIGIBILITY

A. A player must be on his team's official roster and meet age requirements.

B. A player must play in four (4) regular season games to be eligible for the playoffs.

C. If any player participates in the playoffs that is not eligible, his team will forfeit all games in which he played.

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Sports Office: 943-2355

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