

# SOUTH HILLS SENIOR SOFTBALL LEAGUE

## Rules Highlights

See complete rules for details

### 1. THE FIELD (see Rule 2)

- 65' back point of home plate to back of corner bases
- 50' to pitching plate/spot
- 30' commit line from back point of home
- 8' from home to runners' home, lined up with 1B

### 2. THE EQUIPMENT

- Bats must have ASA/USA certification stamp and SHSSL sticker. Those 75+ may use senior bats. (see Rule 3 Section 1 A)
- Balls are Dudley Thunder ZN 12" .52-300 4A068Y Composite. (see Rule 3 Section 3)
- Metal spikes are prohibited. (see Rule 3 Section 6 A)

### 3. THE PLAYERS (see Rule 4 Section 1 A-I)

- Min. 9 players to start game (7 from regular roster)
- Max. 11 in field (see positioning #5 below)
- Min. 6 C players in lineup (one or more missing = an out in lineup)
- All players must play at least 4 innings in the field during a 9-inning game, or at least 3 innings in a 7-inning game (exception: the voluntary DH – Rule 4 Sec 4 C).
- Substitutes may be called up to fill in for missing players. If six C players will be in the lineup, the lineup including substitutes can include a maximum of 12 players. If seven C players will be in the lineup, the lineup including substitutes can include a maximum of 13 players. Subs must be drafted at same level or lower than player subbing for (exc: C5-C7 considered same). Subs must bat at end of lineup.
- For injured players expecting to miss 4+ weeks, managers may use substitutes or request the Commissioner provide a long-term replacement.

### 4. STARTING GAMES

- Both managers provide one new and one used ball for the umpire. (see Rule 5 Sec 1)
- Start times are established in the schedule. Team(s) have 15 minutes beyond the start time to have the minimum 9 players (7 rostered); otherwise, the game is forfeited. (Rule 5 Sec 3 A)
- Umpires are solely responsible for deciding when a game is delayed due to weather, field conditions, etc.... (Rule 5 Sec 3 A)
- Games are 9 innings (exc. doubleheader games are 7 innings - Rule 5 Sec 3 B)

### 5. POSITIONING

- All outfielders (min 4 w/11 fielders, 3 w/10 fielders) must start at least 140' from home (Rule 4 Sec 1 D & Rule 6 Sec 4 C). Rovers are not required to be 140' away.
- Under no circumstances can any player, who was in the outfield at the time of the pitch, throw the batter out at first base for a put out. (see Rule 8 Sec 5 N)

### 6. PITCHING

- Pitchers may pitch from 6' behind the pitcher's plate/spot. (Rule 6 Section 3 C)
- Pitches must be 6' to 12' high from the ground. (Rule 6 Sec 3 H)
- The pitcher must take a position facing the batter, with the ball in hand, and come to a complete stop before beginning the delivery. He may then take one step (forward, backward, or sideways), provided that the step is taken simultaneously with the release of the pitch. (Rule 6 Sections 2-3)

## **7. RUNNING**

- Managers are allowed to use Courtesy Runners. A player can only be a Courtesy Runner twice per game, one additional time in extra innings. (Rule 8 Sec 9 A)
- Baserunners must always use the second home plate. They cannot return to 3B after stepping across the Commit Line. Catchers must always tag the white portion of the original home plate. There is no tagging of a baserunner once he crosses the Commit Line. (Rule 8 Sec 9 B)
- Batter runners must always use the orange base on initial plays at 1B. Fielders must always use the white base. (Rule 8 Sec 2 N)
- There is no sliding into either the orange base or the second home plate. (Rule Sec 8 Z)
- Runners must avoid bodily contact with fielders. Runners must veer or slide to avoid interfering with throws. (Rule Sec 8 AA)
- Runners must stay in contact with the base until a ball is hit. (Rule Sec 8 R)

## **8. BEHAVIOR (Rule 5 Section 12 E-F)**

- No fighting with players, umpires, coaches or spectators.
- Only managers may discuss disagreements with umpires.
- An ejected player has his spot in the lineup become an automatic out.

## **GAME END**

- Umpires can end games due to weather, field, or light conditions. Games are official after 5<sup>th</sup> inning of 9 innings (4<sup>th</sup> inning of 7 inning games). (Rule 5 Sec 3 D)
- Games end when there is a 15+ run differential after the trailing team bats in the 7<sup>th</sup> or 8<sup>th</sup> inning of a 9 inning game (5<sup>th</sup> or 6<sup>th</sup> inning of 7 inning games). (Rule 5 Sec 9)
- Umpires can end a game based on conditions for a forfeit are met. (Rule 5 Sec 4)