

# **Citrus Park 50+ Softball League**

## **Men's Playing Rules**

### **Amended November 1, 2021**

The Men's League will play by the rules in the Official A.S.A. Rule Book with the following exceptions, modifications, or additions. Some of the rules listed here are identical to the A.S.A. rules and are printed here for emphasis.

#### **General**

1. If there is a tie for the League championship between two teams, the two teams will engage in a tie—breaking game for the title. If more than two teams are tied, all tie-breaking games will be played the day following the last day of the regular schedule. The Executive will provide the format for all tie-breaking games.
2. All games will be 7 innings in length. However, the mercy rule (General Rule 4) and the tie-game rule (General Rule 3) will always be in effect.
3. If the score is tied in regular League games after seven innings of play, only one more inning will be played. If the game is still tied after that inning, it will go on the record as a tie game. During the playoffs, the eighth inning format will continue until a winner emerges.
  - a) Each half of the tie-breaking inning will start with the team's last official batter being placed on second base (e.g., if the number 5 batter is the lead-off batter, the number 4 batter in the batting order will be placed on second base). The runner who starts on second can have a substitute runner after he safely reaches third.
  - b) If the team's designated non-runner was the last batter in the seventh inning, his substitute runner from the seventh inning will report to second base to start the extra inning. This will not count as an additional running event for that substitute runner. If the original substitute runner is injured and removed from the game, a new substitute runner can be utilized. It would count as an additional running event for the new substitute runner in this case. The substitute runners cannot be replaced upon reaching third base.
4. The twelve(12) run mercy rule will be in effect any time after the 5th inning provided the team that is behind in runs has batted at least the same number of times as their opponents.
5. Players arriving late for the game and have been substituted for by Player Substitution, may not enter the game.
6. The team manager will give the top copy (white) of his team's lineup (batting order) to the Official Scorer and the 2<sup>nd</sup> copy (yellow) to the opposing manager 45 minutes prior to the start of the game. This is good management, courteous, and necessary for the scorekeeper.
7. No metal or sharp spikes are allowed on players' shoes.
8. All players shall wear sponsor's shirts (suggest tucked in) and hats
9. Do not conduct pre—game warm—ups on the skinned part of the playing field.
10. Players are expected to be at practice during the league designated practice time. Attendance at other practice times is up to the manager. Managers should reserve times for special practices by signing on bulletin the board at the Park.
11. Watches and bracelets (except medical tags) will not be worn by players during any part of the game.
12. The League ball will be approved by the Men's Board.

13. Each team is limited to scoring a maximum of five runs in each of the first five innings of a game. Once the fifth run is scored, that inning is considered over. Scoring is unlimited in subsequent innings.

14. Profanity, Abusive Behavior and/or Unsportsmanlike Conduct

- a) Any person using disparaging or taunting remarks toward a player at any time during a game shall receive a single warning by an umpire. Umpires are to be attentive toward comments voiced by both players and spectators. If subsequent infractions of this rule occur after a person(s) has received their single warning, such person(s) shall leave the field area and be out of sight and sound of the umpires. If necessary, play shall be suspended until this removal is accomplished.
- b) Any player cursing or using threatening or profane language at any time during a game *will be issued a warning first or* ejected immediately from the game by an umpire and will be suspended for the next game as well. Should the ejected player continue any remarks and unsportsmanlike conduct after being ejected, the ejection will then include the field area out of sight and out of sound from the umpire. If necessary, play shall be suspended until this removal is accomplished.
- c) Disruptive/abusive contact and or fighting WILL NOT BE TOLERATED. Should such occur, the umpire shall eject the offending player(s) from the game and field area immediately. The umpire *will submit* a written summary of the incident to the Board President within twenty-four (24) hours. The Board President shall then convene a Men's Executive hearing within seventy-two (72) hours. All persons involved will be *notified* in writing of the time and place of such a meeting and invited to attend and be heard. A decision will be rendered at that time. The Men's Executive shall have the authority to suspend the player(s) from future games up to and including the remaining season and playoffs.  
**Note:** Any vulgar or abusive language or conduct in the field area shall be dealt with according to Paragraph 3 above. Any person(s) witnessing such incident can supply a written summary to the Men's League President. The incident shall be reviewed as prescribed above.
- d) Each manager will be held responsible for the conduct of his team. Managers should assist the umpires in diffusing any disruptive behavior of their team members.

15. Switching Playing Positions

- a) Once the defensive team takes the field for their half inning and after the first pitch of that half inning, the players are not allowed to switch positions with other players for that inning. The rover can play anywhere and is still considered the rover. No defensive infielder can play deeper than the rover.  
EXCEPTIONS:
  - i. the pitcher may be replaced but must take the position of his replacement and may not return to pitch until subsequent innings.
  - ii. a substitute pitcher of a higher rating than the pitcher he is replacing must pitch and cannot be replaced except because of an injury.
- b) On the initial throw of the ball to home plate, if a defensive infielder displaces the catcher for a force out at home plate, the runner will be called safe and the run will count.

## **Batting**

1. Any pitched ball that hits any part of home plate will be called a strike. All pitches within the minimum 6 foot arc and maximum 12 foot arc range and hitting the plate will be called strikes.
2. The League recognizes and accepts the fact that there are players who, because of some physical impairment, cannot and should not run the bases in our games. The League also believes that most players should run for themselves. Therefore: Any player that has a physical impairment and requires a substitute runner to run all the bases must declare this to the Executive before the teams are selected at the beginning of the season. This substitute—runner rule applies to all batters who require a substitute runner from home plate!
3. Non-Runners:
  - a. A player who has been declared a non-runner in any game cannot run at any time. Should he run beyond the commitment line, he will be called out and a dead ball ruled.
  - b. A player substituting for a non-runner will be declared a non-runner for the remainder of the game.
  - c. If any player who is not a declared “non-runner” finds during the game that he cannot run to first, he must leave the game and get a substitute.
4. A batter is out on the first foul ball that he hits after two strikes.
5. A batter must not use an illegal bat. Examples of such bats are little league bats, baseball bats, homemade bats, multi—walled bats, wood, double wall, steel and altered bats. Legal aluminum bats will be only bats with a rating not to exceed 1.20 BPF, single wall construction. No multi—layer or bats with more than one layer fused together will be allowed. All bats must be registered and marked by the League before they can be used in League games. **If the batter uses an illegal bat, the** batter will be called out and runners, if any, will not be permitted to advance. The umpires will remove any questionable bats until the Board approves them. (The Board has the right to refuse any bat at any time.)
6. A batted ball landing on a foul line is fair. 1<sup>st</sup> and 3<sup>rd</sup> base is in fair territory.
7. The on-deck batter should be “on—deck” and ready to bat. In the interests of safety, the on—deck batter should make sure that all bats are in the rack.
8. A ball hitting the outfield net in on Diamond #2 and returning to the playing field, is in play. A ball stuck in the net will be ruled a ground—rule double.
9. There will be a 150 foot arc, measured from home plate, drawn between the foul lines behind which four outfielders must remain until the batter contacts the ball. A rover may play anywhere. If a fielder crosses this line before or as the batter makes contact with the ball (fair ball only) and the defense makes an out, a delayed dead ball is called, the batter is awarded first base and all other runners advance one base. If there is no put out, the play continues with all runners advancing at there own risk.

## **Base Running**

1. Any runner running from third to home who touches or crosses the commitment line, must continue home.  
Note: If a runner re-crosses the commitment line he will be declared out and the ball remains alive.
2. A courtesy runner is considered “in the game” when he touches the base.

3. Runners must touch the SECOND STATIONARY HOME PLATE located between the right-handed- hitters' batters' box and the backstop screen and the same distance from third base as the regular plate (ASA Rules describe the exact location of this second home plate) , in order to score safely at home. The defensive player must touch any part of home plate while in possession of the ball before the runner touches the second stationary plate to record the out. Runners tagged by the defensive player will NOT be out. If the runner touches the original home plate or runs through the batters' box he will be out and the ball will remain alive.
4. A runner trying for second base after a teammate has hit the ball must yield the baseline as soon as he is forced out. If this runner interferes with, or impedes the fielder's throw to another base, the batter/runner will also be called out.
5. Substitute Runners:
  - a. All players except those who have declared themselves as non-runners (Rule # 2 under Batting) must run the bases after they hit the ball and may receive a substitute runner after play is stopped. Players are encouraged to run for themselves to avoid delays in the game.
  - b. Any player may be a substitute runner for any other player. Exception: a runner who is replaced with a substitute runner may not be used as a substitute runner for the remainder of that inning.
  - c. A player may be a substitute runner only twice per game and only once per inning. If an infraction of this rule is brought to the attention of the umpires by the opponents before a pitch is thrown to the next batter, the original runner will be called out and the sub runner will vacate the base.
  - d. A substitute runner may not have a substitute runner, unless injured and leaving the game. If an infraction of this rule is brought to the attention of the umpires by the opponents before a pitch is thrown to the next batter, the original runner will be called out and the substitute runner will vacate the base..
  - e. If a player is on base as a substitute runner when his turn at bat comes, he will be called out as a runner and will take his turn at bat.
  - f. A substitute runner for the batter must hold the starting rope which is 3' long and attached to the backstop fence 70' from first base. If the batter swings and hits the ball and the substitute runner had dropped the starting rope before the ball was hit, the batter will be called out and runners, if any, will not advance. If the batter swings and misses the ball (or does not swing at a pitch) and the substitute runner had dropped the starting rope, the batter will be called out. Similarly, if a base runner leaves a base on a batter's swing and miss in anticipation of a hit, he will be called out. When multiple runners jump off base in anticipation of a hit, only the lead runner who jumps off will be called out. **Note:** 1. The umpires should consult with the official scorer for the game if there is any question about the eligibility of a player to be a substitute runner.
  - g. Managers should have their substitute runners ready well in advance with this new rule so that there are no delays in the game.
6. 1<sup>st</sup> Base Red/White Bags:
  - a. Whenever a play is being made on the BATTER—RUNNER at first base, the defensive player must use the white bag and the BATTER— RUNNER must use the red bag. On extra base hits or hits to the outfield, when there is no play being made at first, the RUNNER-BATTER may touch either the white or red bag.

- b. The BATTER-RUNNER must use the red bag on his first attempt at first base if a play is being made at first. However, should he reach and go beyond first, he may advance to second base without returning to the white bag. He must, however get back to the base line as soon as possible.

### **Pitching Screen**

The pitching screen is available for the safety of those pitchers who elect to use it. Those pitchers who elect not to use the screen **must** use personal protective equipment with a minimum of face mask and shin guards. Additional protective equipment such as a cup and chest protector is recommended. Pitchers who use the screen may also use protective equipment.

#### **Screen Placement:**

1. The screen must be placed six (6) feet in front of the pitching rubber.
2. The screen may be placed either to the left or right of the pitching rubber but may not be placed further than the edge of the rubber.
3. Once the pitcher has determined the location of the screen, it may not be changed for the duration of the game. Note: Lines will be marked by the field crew to either side of the pitching rubber extending toward home plate.

#### **Pitching Screen Rules:**

1. All batted balls hitting the pitching screen are "Dead Balls" and considered "no pitch".
2. The pitcher must go behind the screen after each pitch. The umpire may call "Illegal Pitch" if the pitcher fails to get behind the screen until the ball is hit. If the pitcher does not go behind the screen and is hit with the batted ball, the batter will be awarded first base.
3. Balls hitting the screen thrown by fielders are considered live balls.
4. The In-Field Fly Rule is still in effect with the screen.
5. The pitcher may come out from behind the screen to make a play on the ball after the ball is hit.

