

Citrus Park 50+ Softball League

Women's Playing Rules

Amended- November 17, 2022

PLAYING RULES

The Citrus Park 50+ Softball 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. The regular season of play will be divided into two series of ten games. Each team will play each other an equal number of times.

The top team of each series will play one game to determine the league champion on the Friday following the series. Rain date will be the following Sunday.

Ties for first place only, in each series, will be determined by a playoff that will be completed on the Friday following each series.

Rain date will be Sunday.

If three teams are tied, the bye will be determined by the following:

1. Head to head
2. The greatest number of runs scored by each team in the ten game series.
3. Coin toss.

Home team will be decided by a coin toss.

If four teams are tied, then 1st seed plays 4th and 2nd plays 3rd. Then the two winners will play each other. All games will be played on the Friday with a 30-minute break between games.

2. The number of players to dress for the games and the number of players to play on the field for games will be determined by the Executive at the beginning of each season. The Player Substitution Committee will provide names to the managers for the replacement players. Players injured during games will be replaced at the game.
3. All players in attendance will be in the batting order and will play equal time in the field.
4. All games will be 7 innings in length. However, the mercy rule (general rule 6) and the tie-game (general rule 5) will always be in effect.
5. If the score is tied in a regular league game, after seven innings of play, only one more inning will be played. The tie-breaking inning will start with the last official batter being placed on second base. If that batter is a non-runner, any player can run for her at second base. If the game is still tied after that inning, it will go on the record as a tie game. All playoff games will be played to their completion.
6. The twelve (12) run mercy rule will be in effect any time after the 5th inning or 4 ½ innings if the home team is ahead.
7. The flip-flop rule will be invoked in any game where there is a 7-run differential in favor of the visiting team at the start of the 7th inning. If the visiting team is ahead by 7 or more runs, the home team will remain at bat and start a new at bats (beginning their 7th or last inning at bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.
8. Players arriving less than 15 minutes before the start of a game will be substituted for and may not enter that game.
9. The team manager will give a copy of the team's lineup (batting order) to the Official League Scorer and to the opposing manager. This is good management, courteous, and necessary for the scorekeeper.

10. PROFANITY, ABUSIVE BEHAVIOR AND/OR UNSPORTSMANLIKE CONDUCT

- A. Any player, spectator, manager, acting manager or coach 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 umpire(s). If necessary, play shall be suspended until this removal is accomplished.
- B. Any player cursing or using threatening language, at any time during a game, will be issued a warning first. Should the player continue with this unruly behavior, she shall be ejected from the field of play and out of sight and sound of the umpire(s). The umpire must write a report and submit it to the Women's Executive and the Umpire-in-Chief within twentyfour (24) hours.
- C. Disruptive /abusive contact and/or fighting **will not be tolerated**. Should such occur, the umpire shall immediately eject the offending player(s) from the game and field area. The umpire will submit a written report of the incident to the Women's Executive President within twenty-four (24) hours. She will then convene a Women's Executive meeting within twenty-four (24) hours. The following course of action shall be discussed and agreed upon:
 - 1. Have a personal conference with the involved party(s).
 - 2. Have a full Executive meeting with the involved party(s)

 - 3. Send a letter of reprimand to the involved Party(s).
 - 4. Convene a hearing with all persons involved. A written notice shall be sent to all persons involved, of the time and place of the hearing. This hearing should be convened within seventy-two (72) hours of the infraction. A decision will be rendered at that time and may include:
 - a. A one (1) game suspension
 - b. Multiple game suspensions and may include suspension to the end of the season including playoffs and special games
 - c. Issue a letter of reprimand

Note: Any vulgar, abusive language or conduct in the field area shall be dealt with according to section C above. Any person(s) witnessing such incident can supply a written summary to the Women's League. This incident shall be reviewed as outlined above.

- 11. a. No metal or sharp objects are allowed on players' shoes.
- b. All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal.
- 12. Do not conduct pre-game warm-ups on the skinned part of the playing field.
- 13. Players are expected to be at practice during the league designated practice time. Attendance at the other practice times is up to the manager. Managers should reserve times for the special practices by signing on the bulletin board at the Park.
- 14. Watches and other similar devices may be worn by players during any part of the game, if covered.
- 15. We will have a five (5) run rule. Each team will be allowed five (5) runs only per inning through the 5th inning.
- 16. Pitchers will pitch from the 6-foot pitching box.
- 17. In the event of an injured player, time will be called only after all play has stopped. The umpire calls time.
- 18. All new players starting 2/4/13 must be able to run to 1st base within six (6) seconds.
- 19. 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 all the bases must declare this to the Executive before the teams are selected.
- 20. As of Nov 22, 2010, a player who is currently registered as a non-runner will be grand-fathered as a designated non-runner. There will be no more than one non-runner per team.
- 21. Any existing player who needs to become a non-runner in the future must inform the board in writing and produce a doctor's recommendation. She will become a reserve until an opening becomes available.

22. New non-runners will be selected as openings become available. If more than one request for non-running status is received prior to Nov. 15th, the opening will be given to the player with the most seniority. Non-runner status shall be lost after more than one year of inactivity. If a player refuses to play for an entire season, they shall be considered inactive.
23. A player who substitutes for a non-runner becomes a non-runner in that game.
24. Any player who is not a declared non-runner, and who becomes unable to run to 1st, must notify her manager before the game and get a substitute. She may **not** play as a non-runner.
25. If any player who is not a declared non-runner finds during the game that she cannot run to 1st, she must leave the game and get a substitute.

Batting:

1. All pitches within the minimum 6-foot arc and the maximum 12-foot arc range and hitting the plate will be called strikes.
2. A player who has been declared a non-runner in a game cannot run at any time. Should she run, she will be called out and a dead ball ruled.
3. A batter is out on the first foul ball that she hits after two strikes.
4. 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 the only bats with a rating not to exceed 1.20 BPF and of single wall construction. No multi-layer or bats with more than one layer used together will be allowed. All bats must be registered and marked by the League before they can be used in any League game. If the batter uses an illegal bat, the batter will be called out and the runners, if any, will not be permitted to advance. The umpires will remove any questionable bats.
5. A batted ball landing on a foul line is fair. The plate is in fair territory.
6. The on deck batter should be "on deck" and ready to bat. In the interest of safety, the on deck batter should make sure that all bats are in the rack.
7. A ball hitting the outfield net 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.
8. Outfielders must remain on the grass until the batter contacts the ball. The rover and infielders may play anywhere.
9. The infield fly rule will not apply.

Base Running

1. Any runner running from third to home who touches or crosses the commitment line, must continue home.
2. A courtesy runner is considered "in the game" when she 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 the 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, she 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 she 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. a. All players except those who have declared themselves as non-runners 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 another 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. Any player may run for another player once per inning. A substitute runner may not have a substitute runner. If a player is on base as a substitute runner when her turn at bat comes, she will be called out as a runner and will take her turn at bat
 - d. A substitute runner for the batter must start with one foot on the line; the other foot may be in front or behind the line. If the batter swings and hits the ball and the substitute runner leaves the starting block before the ball is hit, the batter will be called out and the runners if any will not advance. If the batter swings and misses the ball or fouls the ball and substitute runner leaves the starting block, the batter will not be called out. **Note** 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.
 - e. A player who substitutes for a non-runner becomes a non-runner in that game.
 - f. Managers should have their substitute runners ready well in advance so that there are no delays.
- 6.
 - 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 batter-runner may touch either the white or red bag.
 - b. The BATTER-RUNNER must use the red bag on her first attempt at first base if a play is being made at first. However, should she reach and go beyond first, she may advance to second base without returning to the white bag. She must however get back to the base line as soon as possible.
 - 7. A base runner may not over—run second or third base. Any base runner that does over—run second or third base, may be tagged out.
 - 8. Sliding is not allowed.
 - 9. Should a non-runner come to bat without a designated runner after the first pitch is thrown, the batter is out.