

SENIOR SOFTBALL RULES

The rules of the Southern California Municipal Athletic Federation (SCMAF) shall be enforced in the Burbank Parks and Recreation Department Senior Slow Pitch Softball program, except as amended below:

I. GENERAL RULES:

- League open to all players over 50 years of age or older.
- Teams will be allowed to have a maximum of 3 players under the age of 50 on the roster, but no younger than 45. Age is determined by their age on the first day of the season.
- Rostered players must play in 3 or more league games to be eligible for tournament play.

2. Pre-Game Plate Meeting:

- At the start of the game, each team shall designate their Head Coach.
- The Head Coach shall meet with the umpires prior to the start of the game to discuss ground rules, official start time, any special rules that are pertinent to the game.
- Plate Umpire shall announce game time after the pre-game meeting.
- The Coach, who attended the plate meeting, will be the only individual to enter the playing field for the purpose of necessary time outs, rules interpretations by the Umpires or to attend an injured player.

3. Regulation Game:

- All games are scheduled for 7 innings, or a time limit of no new inning will start after 1 hour 10 minutes and if the home team is losing, the inning must be completed.
- **A 5 run per inning** rule will be in effect, at one hour the umpire will declare open inning, which will be the last inning. The team at bat is not limited to the number of runs that it may score.
- Practice games will be 7 innings, or 1 hour 10 minutes, drop dead.
- **Radical Run Rule:**
- A 14-run lead will constitute a radical score. Any game with a 14-run lead after 5 innings or 1 hour may be called with the consent of the losing manager. If the losing manager wishes to continue, the game will stop at 1 hour and 10 minutes without completing the inning regardless of which team is at bat.
- For play-offs or championship games, the game will end after 5 innings or 4 ½ innings if the home team is ahead by 14 runs.

4. Ground Rules:

- The umpires will explain all ground rules before game time. These will become the official ground rules for the game. Any situations not covered are left to the discretion of the plate umpire. It would be in the manager's best interest to ask pertinent questions at the plate meeting.

5. Infield Practice:

- There is no infield practice.

6. Tie Breaker:

- If a league game is tied after the time limit or 7 innings, the following tiebreaker will be used.
- Each team will designate 3 hitters. Visiting team will be bat first, home team bat second.
- The team will bat their 3 hitters. If a batter reaches first base safely, he/she becomes a base runner.
- The 3rd batter will be considered at bat with a two out situation.
- All batters must complete their turn at bat.
- Base on balls or may be accepted or declined by the offensive manager. If declined, the batter will bat again at the end of the 3-person order.
- The total number of bases accumulated by the three hitters will determine the winner.

7. Forfeits:

- Teams will be responsible for all forfeits regardless of when the Sports Office is informed by the teams.
- Teams consist of 10 players, (8 are needed to start and complete a game.)
- In the event, a team does not have the minimum number of players to start the game, if they have 7 present, they will automatically become the visiting team and bat first. If by the end of their turn at bat, they do not have the minimum numbers of players required (8), they will forfeit the game. If both teams do not have the minimum numbers of players to start the game, it will be a double forfeit.
- When a team forfeits, their scheduled game, a score of 15-0 will be recorded against the forfeiting team.

8. Dugouts:

- Home team will occupy the bench on the third base side of the field.
- The team listed on the right hand side of the schedule will be the Home Team.
- Visitors will occupy the first base side.

9. Substitution:

- Teams have the option to use Straight Substitution or Free Substitution during the game. The team manager must declare at the pre-game meeting which which type of batting order will be used for the game.
- **Free Substitution:** If a team used free substitution, they must list all their players on the lineup card and maintain the same batting order for the entire game. Players may play any position defensively, and enter or re-enter the game as often as necessary without penalty.
- **Straight Substitution:** If a team wishes to bat only 10 players, they must list the 10 players as batters on the line-up card. The remainder of the players must be listed as substitutes and the team does not have the ability to use the Free Substitution rule once the line-up card is official. The line-up card is considered official when accepted by the plate umpire. Any changes after that point will be considered a substitution. All starters may re-enter the game 1 time without penalty during the game.

10. Conferences:

- **Defensive:** There will be 1 charged conference between the Manager or other team representative with each and every pitcher in an inning. The second charged conference shall result in removal of the pitcher from the pitching position for the remainder of the game.
- **Offensive:** Shall not be allowed more than 1 offensive conference each half inning. Additional request in the same inning shall be denied by the umpire.

11. Pitching:

- No more than two warmup pitches are allowed between innings.
- Pitching height is from 6 to 16 feet.
- Pitching distance is 50 feet.
- A line will be drawn at 56 feet; the pitcher may start their delivery with one foot anywhere between the 50 and 56-foot line.
- No more than 2 warmup pitches are allowed between innings.

12. Batting:

- No Bunting is allowed
- No chop hitting or slap hitting will be allowed. (Umpire's Judgment). **Penalty:** Batter will be called out.
- Batters will begin with a 1 and 1 count.
- When the count contains 2 strikes, batters will be able to foul off one more pitch. The Batter will be called out if they foul off any additional pitch.
- The opposing manager can request to the Umpire to have any batter given an intentional walk without having to pitch 3 straight balls to the Batter.
- **The Batter will be called out under the following circumstances:**
- If he/she steps on or in front of home plate or steps outside the Batter's box dimensions and make contact with the ball. Dimensions are 7 feet long, and measures 4 up from the center of the plate and 3 feet back from the center of the plate.
- Takes a running start from behind the plate to make contact with the ball, no pitch will be called, a warning will be given to the Batter. If the Batter continues to take a running start, they will be called

out.

13. Equipment:

- **Balls**
- Diamond .44 core, .375 Compression balls will be furnished for each game. The umpire will have backup balls when they go out of play.
- **Shoes**
- Players must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats of any kind are not acceptable.
- **Bats**
- Bats shall be made of Wood or Metal, no 100% Composite bats – (handles may be composite, barrels can only contain metal or wood).
- Bats must be a USA Softball certified single wall (which includes Fast Pitch) or a wood bat designated as “Official Softball”.
- Bats prior to 2000 can be used if the umpire deems legal.
- A list of currently unacceptable bats will be available at the Sports Office upon the request of the teams, or online through <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment> **Certified Equipment-Bats**
- **Altered/Illegal Bat Policy**
- **Umpires will inspect all bats prior to the start of the game**
- The umpire will remove non-approved, illegal, or altered bat(s) from the game and inform the manager.
- Entering the batter's box with an illegal, non-approved or altered bat will result in the following penalty.
- **EFFECT:** The ball is dead, batter will be called out and if a pitch was thrown and contact made, all runners must return to the last base occupied at the time of pitch. The bat will be removed, manager will be warned and the player disqualified from the remainder of the game.
- When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not)
- **EFFECT:** The manager and the player are ejected from the game and will serve a one game suspension, and the team shall forfeit the game. The score will stand as long as the team receiving the forfeit is ahead by more than 15 runs, otherwise the score will reflect 15-0.

14. Courtesy Runners:

- Each team will be allowed unlimited courtesy runners, but no player may be a courtesy runner more than once per inning.
- A courtesy runner may not be replaced, except in the case of an injury, causing removal of the original courtesy runner permanently from the game. The injured player may not return to the game.
- A courtesy runner on base when it is their turn to bat will be declared out.

15. Defensive Team:

- Defensive team shall consist of 10 players. The game may be played with a few as 8 players.
- All outfielders must be on the grass when the batter hits the pitch.
 - **EFFECT:** Batter will be awarded first base unless they reach the base safely.
- All infielders must be on the infield dirt when the batter makes contact with the pitch.
 - **EFFECT:** Batter will be awarded first base unless they reached the base safely.
- Infield/Outfield must have a minimum of 2 players and a maximum of 4 players excluding the battery.

16. Bases:

- The double base will be used at first base. On all plays being made on the batter-runner going to first base, the batter-runner must use the outside base and the fielder must use the inside base.
- If the batter-runner does not touch the outside base, they will be considered to have missed the base

and subject to being put out on appeal, unless they re-touch the base before a play is made on them.

- **Exceptions:**
- If the ball is thrown from the foul side of the first base line.

- When an errant or missed throw pulls the defensive player into foul ground
- If when using the double base, and there is a force play by an infielder on the batter-runner, the batter-runner, in any way, interferes with the fielder's ability to make the play while on the inside base, interference will be ruled on the batter-runner and all other runners will be returned to the base last occupied at the time of interference.

17. Base Running:

- A base runner may leave the base when the pitcher releases the ball.
- No stealing is allowed
- The catcher may pick off runners, this is considered a force out. No tag is required.
- Runners may advance at their own risk, if a play is made on another runner, not on a battery error.
- **First and Third Base Safety Lines:** Runners may lead off from first base and third base into foul territory after the ball leaves the pitcher's hand in order to avoid being hit by a pull hitter. A line will be drawn on the third base side toward the dugout. Must remain behind line until ball leaves pitcher's hand.
- Plays at 2nd and 3rd base will be ruled force outs. A 3' line will be drawn at the front of second and third base extending on both sides of the base. Runners may choose to cross the lines instead of touching the base to avoid collisions.
- If a runner gets into a run down between bases, the offense must tag the runner for an out.
- If a runner attempts to advance on a overrun of the base, he may be put out. On a overrun, except for first base, the runner must retouch the base before advancing. This is an appeal play.
- No Sliding or Diving into or back to any base. If a player trips or falls, they may reach back to the bag with their hand. This is a judgment call by the umpire on whether the runner fell or is diving to the base.

18. Jewelry Rule:

- The following will apply:
- Exposed jewelry such as wristwatches, bracelets, large or hoop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.
- Cast may not be worn during the game under any circumstances.

19. Protest and Procedures:

- Eligibility protest for players may occur at any time during the season.
- When a player's eligibility is in question, the following procedures will be followed:
- The staff will request the player in question to sign the scorecard and produce a valid picture ID.
- If it is found, the player is ineligible, or the requirements listed above are not met.
 - **EFFECT:**
 - Forfeiture of the game(s) the player has participated in for the season.
 - Suspension of the player for the remainder of the season
 - Minimum two game suspension of the manager of the team(s) involved.
 - All rule interpretations (Protest) must be ruled on at the field with the umpires and staff before the next legal or illegal pitch. No formal protest may be filed with the Sports Office.

20. Weather/Rainout/Loss of Lights Policy:

- In the event of rain, the decision to cancel games will not be made until two hours prior to game time on Sunday's. Call the Field Conditions Hotline- 818-238-1970
- When a determination cannot be made, the call will be made on the field by staff/umpires.
- Lightning- teams will wait 30 minutes to see if the weather clears before resuming the game.
- In the event games are canceled, they will be rescheduled at the end of the round, a complete game

- will be considered if 1 hour or 4 innings have been completed, 3 1/2 if the home team is ahead.
- If the game has not reached the above point, it will be declared "no game."

21. Special Lines:

- **Commitment Line:** This line will be 20 feet from home plate. Once a runner's foot touches the ground on the past this line, he/she may not re-cross in the direction of third base; Violation will result in the runner being called out.
- **Scoring Line:** A 10-foot scoring line shall extend from the corner of home plate at a 90-degree angle to third base foul line, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home with the ball.
- If the player runs between the foul line and the diagonal line from the commitment line to the scoring line, the runner will be called out.
- If the runner creates contact with the catcher between the scoring line and home plate, the player will be ejected from the game, unless the collision is caused by an errant throw.
- All plays at home will be a force out.

22. Positions on the Field:

- All outfielders must be on the grass when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless they reach it safely.
- All infielders must be on the infield dirt when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless they reach it safely.
- Infield/Outfield must have a minimum of 2 players and a maximum of 4 players (excluding the battery)
- An outfielder cannot directly throw the batter-runner out at first base. If the batter-runner attempts 2nd base or further, the outfielder may throw out the batter-runner.
- An outfielder may throw the ball to any infielder who in turns throws to first base to compete the force out on the batter-runner.

23. Borrowing Players:

- A borrowed player must be an eligible rostered player from another Senior Team from the current season.
- A team may borrow a maximum of two players from another team for a total of no more than 10 players.
- After the start of the game, they only can pick up 1 player so they will not have to forfeit.
- Borrowed players may only play catcher or right field.
- They must be listed on the line-up and the team they are legally registered on will be listed next to their name. **No Exceptions.**
- The teams cannot borrow a player if they have enough eligible players present nor can the borrowed player be used to sit on the bench. They will be considered ineligible for the game.

24. Tournament Rules & Awards:

- T-shirts and plaques will be given to the Major and Minor division Tournament Champions and runners-up
- All games prior to the semi-final games will be 1 hour 10 minutes or 7 innings whichever comes first.
- No borrowing or adding players.
- The mercy rule is in effect for all games.
- **Tie Breaker:** The California Tie Breaker rule will be used for all games prior to the semi-final games.
- Ties in the semi-final and championship games will be played with extra innings.