

May 1, 2016

2016 Summer Senior Softball – 'A' League Rules

1. GENERAL

- a. Weather: rainouts on website by 8:00AM
- b. Little Canada – Pioneer Park - pick up around the field after the game

2. ROSTERS

- a. Team limit to change year to year
- b. All new players during the season (post draft) will be assigned by the League Director. No player is to be picked up under any circumstance
 - Placement: Age – Talent. Initial placement may be changed

3. GAME DAY

- a. Managers are responsible for all activity and decisions. Keep the players out of it
- b. Home team – New game ball, back-up ball, batting practice balls, pitching screen and mat
- c. Batting practice at 9:30, Games start at 10:00
- d. Play 11
- e. 5 run max per inning except for the 7th inning – open inning
- f. Flip – flop: 7 run lead
- g. Games: two 7-inning games

4. PITCHING

- a. Screen touching rubber
- b. Pitcher must deliver the ball with one foot on the rubber
- c. Pitch height maximum 12'; minimum 6'
- d. Pitch that hit the screen is a strike
- e. Pitcher can make defensive plays
- f. Any thrown ball that hits the screen – ball is alive and in play
- g. Batter ready – pitcher can pitch

5. INFIELD FLY - rule in force

6. WALKS -- Place runner on first; batter still bats

7. BASE RUNNING

- a. First base: Defensive player – inside of the base / Runner – outside of the base
- b. Home: Defensive play at pitching mat; Runner to the home base mat
- c. Commit line – no turning back
- d. Base runners can peddle backwards
- e. Runner interferes with defensive player fielding or throwing the ball – runner is out
- f. Sliding is allowed

8. COURTESY / PINCH RUNNER

- a. Pinch runner when needed
- b. A player can pinch run only once an inning - encouraged to be last out.
- c. Runner from home:
 - i. Can only advance to 1st base regardless of defensive play or ball out of play.
 - Exception: Home run & Ground rule double
 - ii. Other baserunners may advance at their peril

9. UMPIRING

Batting team provides umpires for plate and bases

Home plate ump calls balls & strikes, foul balls and plays at home.

First base ump calls plays at 1st and 2nd

Third base ump calls all plays at 3rd; helps at 2nd when requested

Balls & Strikes: 3 – 2 count with one courtesy foul

Managers handle disputes – keep the guys out of it.

10. FOUL BALLS

Out if the catcher catches the ball regardless of height

Foul balls caught for an out – runner can advance at the risk

11. BALL OUT OF PLAY

Runner gets the base they were going to plus one from the start of the play