

## Summer Senior Softball 'C' League Rules

### 1. GENERAL

- a. Weather
  - i) Roseville Parks and Recreation department will call RSSA Deputy Commissioner by 7:30am if games are to be cancelled due to inclement weather and/or poor field conditions
  - ii) Deputy Commissioner will call League Directors by 8:00am if games are to be cancelled.
  - iii) League Directors will notify Managers ASAP. Managers will notify players.
- b) Roseville's 'Adopt a Park Program' – pick up around the field after games

### 2. ROSTERS

- a. 13 players (includes mgr.) - may be increased with new player assignments
- 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 other circumstance
  - Placement: Age – Talent. Initial placement may be changed
- c. New players through May 31

### 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.
- c. Visitor – Pitching screen and mat
- d. Batting practice at 9:30, Games start at 10:00
- e. Play 11 - Everyone plays - Everyone bats
- f. Managers discretion to play 12
- g. 5 run max per inning except for the 9<sup>th</sup> inning – open inning
- h. Flip – flop: 12 run lead
- i. Each team to have batted 8 times
- j. Games 9 innings
- k. **TIES:** Play one extra inning. Start each half of the extra inning with a runner (last out-no new pinch runner)) on second base.

### 4. PITCHING

- a. Screen 12' in front of the rubber
- b. Pitcher must deliver the ball with one foot on the rubber
- c. Pitches must be delivered over the screen
- d. Pitch height no higher than 12' from ground
- e. Pitch that hit the screen is a ball
- f. Any batted ball that hits the screen is considered a foul ball (strike)
  - When a batter has already used his courtesy foul ball, a batted ball during that same at bat that hits the screen will NOT result in a strikeout. It will be considered a "no pitch".
- g. Pitcher can make defensive plays
- h. Any thrown ball that hits the screen – ball is alive and in play
- i. Batter ready – pitcher can pitch

### 5. INFIELD FLY

- \* no infield fly rule

### 6. WALKS

- a. "A walk is a walk" 3 balls – batter takes 1st base
- b. Maximum of 2 walks per inning

- c. If a 3<sup>rd</sup> walk is issued in an inning, that at bat will not result in a walk. Rather, that at bat will start over with a 0-0 count. If another 3 ball count is reached during that same at bat, the count will again revert to 0-0. The at bat will continue until the ball is put in play or a strikeout is recorded.

## 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. In order to avoid a tag, base runners can return to a base in regular order or paddle backwards
- e. Runner interferes with defensive player fielding or throwing the ball – runner is out
- f. If a runner interferes with attempted double-play, throw automatic double-play is awarded.
- g. Sliding is allowed **BUT** the runner must make every effort to avoid colliding with opposing players. Failure to avoid colliding with a defensive player will result in the runner being called out.

## 8. COURTESY / PINCH RUNNER

- a. A player can pinch run only once an inning
- b. Pinch runner can be used at any base
- c. Runner from home:
  - i. Can only advance to 1<sup>st</sup> base regardless of defensive play or ball out of play.
    - Exception: Home run & Ground rule double
  - ii. Other baserunners may advance at their risk

## 9. SUBSTITUTE PLAYERS

- a. **Call Bye team**
- b. **Alternative if necessary : Catch for opponent / Pitch for opponent**
- c. As necessary a team can pick-up a pitcher and exceed their 11 man roster.
- d. Substitute player (s) are placed at the end of the batting order.
- e. B League mgr can call C bye team players only one day before a scheduled game

## 10. UMPIRING

- a. Batting team provides umpires for plate and bases
  - i. Home plate ump calls balls & strikes, foul balls and plays at home.
  - ii. First base ump calls plays at 1<sup>st</sup> and 2<sup>nd</sup>
  - iii. Third base ump calls all plays at 3<sup>rd</sup>; helps at 2<sup>nd</sup> when requested
- b. Balls & Strikes: 3 – 2 count with one courtesy foul
- c. Managers handle disputes – keep the guys out of it.

## 11. FOUL BALLS

- a. Out if the catcher catches the ball regardless of height
- b. Foul balls caught for an out – runner can advance at their own risk

## 12. BALL OUT OF PLAY

- a. Runner gets the base they were going to plus one from the start of the play
  - i. Over throw from the infield is two bases from the start of the pitch
  - ii. Over throw from the outfield is two bases from the start of the throw