

April 19, 2018

2018 Summer Senior Softball 'C' League Rules

1. GENERAL

- a. Weather: Kerm to call League 7: Director by 7:00AM. C Director to post on Website ASAP no later than 7:30 for players to check.
- b. Roseville's 'Adopt a Park Program' - pick up around the field after the game
- c. In the event of lightening, all players MUST leave the field for 30 minutes

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 9th 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. Batted ball that hits the screen is a dead ball.
- 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

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 used at any base
- 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 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 1st and 2nd
 - iii. Third base ump calls all plays at 3rd; helps at 2nd 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

SENIOR SOFTBALL DIAMOND

Batter's, Catcher's Boxes, Scoring Plate.

