

April 19, 2016

## 2016 Summer Senior Softball – 'B' and 'C' League Rules

*NOTE: Rules 5, 6 and 8 have differences between the 'B' and 'C' Leagues*

### 1. GENERAL

- a. Weather: Kerm to call League Director & 7:00AM
- b. Roseville's 'Adopt a Park Program' - pick up around the field after the game

### 2. ROSTERS

- a. 13 players - may be increased with new player assignments
- b. All new players during the season (post draft) will be assigned by the League Directors. No player is to be picked up under any 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. Extra inning at manager's discretion. Start each half of the extra innings with a runner (last out) 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 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
- j. Fast pitch: ILLEGAL
  - Umpire to issue warning first occurrence
  - Subsequence pitches are to be called a ball

### \*\*\* 5. INFIELD FLY

- 'B' League - rule in force
- 'C' League - no infield fly rule

\*\*\* 6. WALKS

- **'B' League:**
  - a. Inning 1 – 7
    - i. Batter has the option of walking or batting again with a new count – **ONCE**
    - ii. No runner put on base if batter decides to bat again
    - iii. Second occurrence of three balls – batter must take first base
  - b. Inning 8 and 9
    - i. Batter must walk with 3 balls / Intentionally walks permitted
- **'C' League:** "A walk is a walk" 3 balls – batter takes 1<sup>st</sup> base

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. No pinch runner unless injured
- b. A player can pinch run only once an inning - encouraged to be last out.
- c. Pinch runner can used at any base in **'C' League**
- d. 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 peril
  - iii. If a batter makes it to 2<sup>nd</sup> base – no pinch runner.

8. SUBSTITUTE PLAYERS

- a. Call Bye team
- b. 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.

9. 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.

10. FOUL BALLS

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

11. BALL OUT OF PLAY

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