



Senior Softball Official Rulebook

50/60

(Revised 3/2017)

parks.snco.us

WEDNESDAY 50+
COORDINATOR:
Corky Milroy 785-506-1909

COACHES WEDNESDAY NIGHT:

Forney Industries

Dean Larsen	785-217-3397
Jeff Thompson	785-623-3414

Dugout

Mike Parhomek	785- 224-7214
Trey Fisher	785- 608-1967

Stacker

Corky Milroy	785-506-1909
Brian Bailey	785-817-2743

Kelly Owen Plumbing

Kelly Owen	785-230-0366
Elias Pimental	785-845-5787

SS Construction

Andy Graham	785-220-7612
Mitch Saunders	785-925-2403

Diamond Dogs

Forest Walter	785-221-1911
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**MONDAY 60+
COORDINATORS:**

Don Woodard 785-862-6612 email don_woodard2002@yahoo.com

RESERVE or EXTRA PLAYER POOL:

Monday 60+

Larry Watkins 785-213-8499

COACHES MONDAY NIGHT: 60+

Danny's Car Care

Dennis Phillips

785-554-3442 or 785-286-2929

Wheatland Antiques

Dick Edington

785-478-3744

Tom Ortiz

785-478-0479

Boys of Summer

Bill Scott

785-969-3693

Randy Cummings

785-221-5540

Legends

Gary Henderson

785-806-1219

Robby Robinson

H & R Block

Denny White

785-338-2232

Steve Senne

785-249-5956

Grim Reapers

Ed Warner

785-828-3290 or 785-640-2268

Harold Huntsman

785-273-5937

Geezer Jocks

Don Woodard

785-862-6612

Larry Watkins

785-213-8499

Green Beret

Les Watson

785-271-1490 or 785-633-9947

Gerald Tanking

785-437-6279

PLAYING RULES

Playing rules will be in accordance with Senior Softball Rules of SSUSA and Shawnee County League Rules EXCEPT as modified by the following Topeka Senior Softball League Rules adopted by the Managers and Players' Representatives.

AGE (All Leagues)

A player must be at least 50/60 years of age during the calendar year to be eligible to register and play in the Topeka 50+/60+ Softball League. The age a player attains on his birthday will be considered to be his age for the entire calendar year.

BATS/BALLS/EQUIPMENT

60+ Any bat designated softball will be allowed. This includes all wood/metal/composite bats. Wooden bats with cracked handles/end of bat removed/ wooden cap replaced will not be allowed for safety reasons.

All Slow Pitch bats are to have BFP 1.21 and below. Older bats prior to BPF standard are OK to use. Softballs COR 44/375 or lower (yellow) MAX. Pitchers should check for COR on balls. A catcher's mask (hockey or any other non-reflective protective mask) with throat protector may be worn by any pitcher or player.

Home team will furnish a new ball and visitors will furnish a used ball clearly marked with COR of .44 and compression of 375. The 60+ league will be using a Baden yellow 12 inch ball Lexum/Fire/Perfection.

All leagues will allow use of senior bats. Wednesday 50+ will not be allowed to use Ultra's or Senior bats (1.21 or lower) if they are younger than 50.

PROTECTIVE EQUIPMENT

Face mask with or without a throat protector may be worn by any player. Any exposed protective equipment must be non-reflective material.

BATTING (All Leagues)

A team may bat all players on their roster in a game. If one or more of these players leave the game for an emergency, no automatic outs will be recorded. When those players turn at bat comes up they will be lined out on the score sheet. Minimum of 8 roster players is required to start and continue play. If a person pays to play on a team no pick-up player/players will be allowed to play over a player that is on the roster and has paid to play on his team. Injured roster players, who physically cannot play, may sit in the dugout while a substitute player plays in their place if all other substitute conditions are met. Such injured roster players are allowed to coach the bases.

Wednesday 50+ There will be no automatic out for teams having less than 10 players able to play in the game.

PITCHER'S BOX (All Leagues)

The pitcher's box shall be a box the width of the pitching rubber (17 inches) extending from the pitchers rubber 6 feet toward 2nd base. The pitcher may deliver a pitch from anywhere inside the box. All pitches must begin with both of the pitchers feet located inside the box. Umpires judgment

will prevail on any illegally delivered pitch. Pitching height will now be minimum 6 feet and maximum 12 feet.

PITCHING SCREEN (60+ League)

60+ League Only – A pitching screen will be used. The pitching screen must be used in the proper way. If the pitcher is not using the screen in the proper way, a warning will be issued to the pitcher and to the team manager. If, in the opinion of the umpire, that pitcher continues to not use the screen in the proper manner, the umpire may remove the pitcher from the pitching position for the remainder of the game. If a batted ball hits the screen, it is considered a dead ball with no change in the batter's count.

SCORING PLATE (All Leagues)

A scoring plate (run through only) shall be placed 8ft from the back tip of home plate on an extended line from first base. A line will be drawn from 3rd base to the scoring plate. A defensive player can not make an attempt to tag or force out an offensive player out at the scoring plate. Result; offensive player is safe.

COMMITMENT LINE (All Leagues)

A three foot (3') commitment line shall be marked 20' from home plate, perpendicular to the foul line between third and home plate. Once a runner's foot touches the ground on or past this line, the runner may not re-cross that line in the direction of third base. I.e. The runner **MUST** continue toward the SCORING PLATE. Violations will result in an out. All outs recorded at home plate are force outs.

STRIKE ZONE MAT

A strike zone mat shall be used and will be made of rubber or similar material. The mat will measure 19 inches wide and 35 ½ inches long with a V-shape at one end that fits against the back of home plate. Together the strike zone mat and home plate shall form a rectangular shape 19 inches by 32 ½ inches. A legal pitch not swung at that strikes any part of the strike mat or home plate shall be called a strike by the umpire. Due to this rule the batters box will be extended an additional 6" in front of home plate. In ALL slow-pitch leagues the batter will begin with a 1 ball, 1 strike count, and 1 extra foul ball will be allowed.

COURTESY RUNNER

A courtesy runner may be any player on the team roster. Pickup players are not on your roster and therefore cannot be courtesy runners. Each player on your team roster may be a courtesy runner once per inning. A courtesy runner on base when it is his turn to bat will be declared out. Any courtesy runner found running more than once per inning will be called out. No SUBSTITUTE courtesy runner may be used. A team may not substitute another courtesy runner for a courtesy runner already on base unless the runner is injured to the extent he must be removed from the game.

Monday 60+ If the two opposing managers agree, then each team may use a courtesy runner for a batter. Such a courtesy runner will be placed directly behind the umpire, in line with the pitching rubber and home plate, while touching the backstop screen. This courtesy runner cannot leave until the batter hits the ball.

DOUBLE BAG FIRST BASE (All Leagues)

A DOUBLE BAG of equal size shall be used at first base with the double portion of the bag being in foul territory abutting first base. If there is a play on a batter going to first base, (force out at first) the BATTER must touch the portion of the DOUBLE BAG extending into the foul territory. The batter shall be called out for failing to do so. Conversely, a defensive player interfering with the batter runner being able to touch the double bag will result in the batter runner being called safe.

RUN RULE

Monday 60+ Teams are allowed 5 RUNS OR 3 OUTS per inning, whichever comes first for 4 INNINGS of play from inning 5 an on unlimited runs each inning to finish the game. 20 RUN MERCY RULE after 5 innings.

Wednesday 50+ Teams are allowed 5 RUNS or 3 OUTS per inning, whichever occurs first 50 minutes or 6 innings of play, then unlimited runs each inning to finish the game. The scorekeeper will notify the umpire that 50 minutes has been played, the current inning will be completed and the next inning will be the last inning played with the unlimited runs.

Flip Flop Rule

When the Visiting Team at the start of the open inning is ahead by 10 or more runs, the Home Team will remain at bat and start a new at bat meaning all runners on base will return to the dugout. If the Home Team fails to tie or go ahead of the Visiting Team the game ends and the Visiting Teams wins. If the Home Team ties the score or goes ahead the Visiting Team will bat last in the inning. If the score is tied after the open inning the tie breaker rule will be used.

Game length will be 7 innings or 60 minutes unless run rule applies. If score is tied another inning will be played with unlimited runs during the inning also using the tie breaker rule. Starting at the top of each extra inning the offensive team will begin its turn at bat with the player who batted last in the inning before placed at second base. For example if the number five batter is the leadoff batter the number four batter who made the last out in the batting order will be placed at second base. No substitute runners are allowed until the runner reaches third.

Monday 60+ teams will play with eleven defensive players. The eleventh player can play either in the infield or outfield, but must be on the dirt or behind the 175 foot line until the ball is hit. Teams that are playing with a "Substitute" players from other teams cannot utilize the eleven players.

50+ All Home Runs are counted as Home Runs over the fence. Each team will be allowed two home runs then the 2 UP Rule will be in effect. Example Team 2 and Team 3 have each hit 2 home runs. Then Team 2 hits two and can't hit any more till Team 3 hits one. After home runs are used he batter will walk to first base.

REACHING FIRST (All Leagues)

Each batter must reach first base on his own.

OUTFIELD PLAY

Outfielders must stay behind the 175-ft line until the ball is hit. If an outfielder moves in front of the line prior to the ball being hit, the batter has the option of either letting the play stand or returning to bat at the same count when the infraction occurred.

RETIRING RUNNER AT HOME (All Leagues)

All plays at home plate are force outs. The defensive player must have possession of the ball while touching home plate or strike mat after the runner has passed the COMMITMENT LINE but does not yet have a foot down on the SCORING PLATE. The runner shall also be called out if he touches or crosses over any portion of HOME PLATE/STRIKE MAT.

RUN BY RULE

There is **NO RUN BY RULE**. Runners are allowed to slide. Runners are encouraged to slide at second and third base to avoid collisions. Runners going from first to second have the responsibility to veer off to avoid a collision. Umpires will have the authority to call a runner out if in the opinion the runner didn't attempt to avoid a collision.

DOUBLE PLAY BALLS (All leagues)

Runners declared out MUST make an attempt to get out of the play on double play balls. Umpire's judgment will prevail for interference.

ROSTERS/TEAM COMPOSITION

60 + Teams are made up of as many as 20 players on roster. All roster players will bat and be listed on the line-up. Only players that are designated as injured and are physically unable to play will be allowed in the dugout and will not bat. They will be allowed to coach the bases. All additional team players will come from the player pool administered by the pool coordinator.

All teams must have a completed roster on file (with at least two email addresses beside manager) in the Sports Office on or before May 1.

60+ Each team manager must provide a SCPR league roster to the Player Pool Coordinator prior to the managers meeting in April which be held to draw players from the pool Teams will draw in reverse order according to 2016 league standing. The team that finished in last place will draw first and the first place team will draw last. Managers can pass if they have enough active players on team roster. Teams with eleven players will be expected to select a player. Teams with twelve players will be encouraged to make a selection. Teams with thirteen players will be encouraged to pass. Teams with fourteen players will not have to make a selection. The goal is for all teams to have the same number of active players.

All players that are in the player pool must be placed on teams by the Pool Player Coordinator. 50+ league each team will be allowed to have two players over the age of 45 and younger than 50. The age a player attains on his birthday will be considered to be his age for the entire calendar year.

(60+) Pool play only applies. Extra players come from pool, Contact your pool rep for players. (All leagues) If at game time, a team has less than 10 players the following formula may be used:

Formula for picking up substitute league players:

- | | | |
|----------|--------------|--------------------------------------|
| 60+ Only | 7 Players - | May pick up three substitute players |
| 60+ Only | 8 Players - | May pick up two substitute players |
| 60+ Only | 9 Players - | May pick up one substitute player |
| 60+ Only | 10 Players - | Managers must play with ten players |
| 50+ WED | 8 Players - | May pick up two to make ten players |
| 50+ Wed | 9 Players - | May pick up one to make ten players |

Monday 60+ All substitute players MUST play pitcher/catcher/right field and bat last in the batting order. The same player CAN'T be picked up by the same team as a substitute player in consecutive games or consecutive weeks.

Wednesday 50+ All substitute players have to be approved by all team managers. Anyone wanting to play in the 50+ league must contact the reserve pool coordinator.

If a person pays to play on a team no pick-up player/players will be allowed to play over a player that is on the roster and has paid to play on his team.

RESERVE POOL FOR LOST PLAYERS (All Leagues)

Mon 60+: If a team loses a player they may obtain a replacement player by calling the Reserve Pool Representative listed at front of rule book. The **POOL REPRESENTATIVE** will assign a player. Picking or choosing your own player is not allowed. Any NEW player must be on your roster and turned into the Athletic office and league coordinator prior to playing. Be sure and obtain the correct forms for adding players during season due to injuries. League coordinator or pool rep will have all forms. This is a form which must be signed. Disgruntled players may obtain a release from a team by having their manager sign the Release Form. However, they must be returned to the pool. Players exercising their right to be released must wait until the following season to be selected from the Player Pool to avoid planned selection. If the reserve pool coordinators call to place players on your team you will take them. Reserve pool players should be placed on teams instead of using pick-up players each week or attempting to add your own player.

COMPLAINING PROCEDURE (All Leagues)

Complaints may be verbally expressed to any Topeka 50/60+ Softball League coach first then passed on to the Coordinator. However, to assure consideration by the League, all complaints should be put in writing with careful attention to all pertinent facts and details. Independent reports may be requested from others involved in the complaint, in the interest of a complete and fair review of the matter at issue. All matters will be handled by the league coordinator supported by a majority approval from league coaches.

PROTESTS (All Leagues)

Any and all protests will be handled by Shawnee County Parks and Recreation Department, Athletic Department in accordance with their current rules and procedures adopted by 50/60+ Senior Softball.

MISSION STATEMENT:

THE OBJECTIVE OF THE 50/60+ SENIOR LEAGUES ARE TO PROMOTE, DEVELOP AND CONDUCT COMPETITIVE SOFTBALL, TO HAVE FAIR PLAY, GOOD SPORTSMANSHIP, COOPERATION AND FRIENDLY RIVALRY. TO ACCOMPLISH THIS EVERYBODY MUST SUPPORT AND PARTICIPATE IN THE EFFORT OF THIS OBJECTIVE.