

SENIOR SOFTBALL RULES

Any rule not covered herein will revert to the Municipal Sports Slow Pitch Softball rules. The following rules supercede those covered by Municipal Sports Softball rules.

SECTION 1– Players must be 55 years & up(Men); 45 years & up(Women).

SECTION 2– SLOW PITCH: A strike is a pitched ball that lands touching any part of home plate of the extension mat, provided the pitch has an arc as high as the batter’s head with a maximum of 12 feet. UMPIRE JUDGMENT.

SECTION 3– GAME TIME LIMIT: No new inning can start after 1 hour and 15 minutes. MERCY RULE: If a team is behind by 15 or more runs by the end of the 5th inning (or 4 ½ innings if home team is ahead), the game will be called. (Same as Slow Pitch Softball rule).

SECTION 4– **It is the responsibility of the manager to make sure that all players play a minimum of every other inning defensively.**

SECTION 5– BATTING ORDER: All players on the legal roster present at the start of the game must be placed in the batting order (line-up). Late arriving players are to be placed at the end of the batting order. No other changes may be made in the batting order once the game has started.

SECTION 6– All games have a GRACE PERIOD of five minutes to field eight players. (Same as Slow Pitch Softball rule). See also Section 15.

SECTION 7– INNING RUN LIMIT: For the first five innings of any league game, the scoring in any half inning may not exceed 4 runs. There is no run limit after five complete innings or any earlier inning that begins with ten (10) or less minutes remaining in the game.

SECTION 8– COURTESY RUNNERS are permitted. Each player can be a courtesy runner a maximum once per inning and three times per game and need not be the last out. The player being run for must initiate the request.

SECTION 9– DESIGNATED RUNNER: If a batter is physically unable to run, a team member may be designated to run in his place. The batters needing runners are to be established prior to the start of the game, or during the game for an obvious injury. The designated runner will start 3 feet behind home plate (3 feet behind third base line extended) and will begin running when the batter makes contact with the ball. The designated runner counts as a COURTESY RUNNER and follows the same rules (Section 8, above).

SECTION 10– BASERUNNERS: All plays on extra base attempts are force plays. Once a player advances more than halfway to the next base or home plate, he/she may not return to the previous base. The baserunner will be called out if the ball is caught by the defensive player on the base.

Players that round a base and are moving in the direction of the next base may be thrown out. Once a player runs halfway to the next base, the ball must be thrown to the base to which the baserunner is advancing. Prior to reaching halfway to the next base, the ball is to be thrown to the base last occupied.

SECTION 11– PITCHER WARM-UP: Pitchers are allowed three warm-up pitches between innings.

SECTION 12– SLIDING is not allowed. A baserunner who slides will be called “out.”

SECTION 13 – **BATTERS start with a one ball one strike count. A batter who is walked on three consecutive balls with no strikes thrown during his/her time at bat has the option of taking first base or continuing the at bat. If the batter continues the at bat and receives two more balls without a strike being thrown or the batter swinging at a pitch he/she is awarded 2nd base. If the batter receives a strike or swings at a pitch the result of the at bat will stand. Batter will walk on the 5th ball if they continue the at bat. Batter is only awarded 1st base if the count has two strikes after continuing the at bat.**

SECTION 14– Teams are allowed to play with **12 defensive players** but five of the players must be outfielders. All outfielders must play at least **50** feet behind the base lines. UMPIRE JUDGMENT.

SECTION 14– SCORING LINE RULE: The 1st base line will be extended (real or imaginary line) to the backstop through home plate. The baserunner running home attempting to score must cross the extended line behind home plate. The runner’s foot must touch the ground before the catcher catches the ball while in contact with home plate (not the template).

SECTION 16– FORFEITS & BORROWING PLAYERS: (Borrowed catchers don’t bat)

- (a) 6 players or less = Forfeit
- (b) 7, 8 or 9 players = Add one player rated 7 or lower (must play OF) from a non-playing team and borrow a catcher from the opposing team. (Opposing team can’t refuse)
- (c) 10 players = Can borrow a catcher from the opposing team. (Opposing team can’t refuse)