

## LAKE PLACID MEN'S SENIOR SOFTBALL RULES - 2017

Preamble: The purpose of this league is to provide a forum for good, clean, friendly, athletic competition where we can enjoy our time together regardless of who "wins" or "loses". PLAYERS MUST BE 60 YEARS OLD OR OLDER DURING THE SEASON'S CALENDAR YEAR. ANYONE UNDER 60 WHO HAS PLAYED IN THIS LEAGUE BEFORE CAN BE GRANDFATHERED IN.

GENERAL RULES: ASA SOFTBALL RULES WILL BE IN EFFECT WITH THE FOLLOWING MODIFICATIONS:

1. Games will be played on Monday and Wednesday at 11:00 a.m. at Lake June Park ball fields.
2. Games will last 8 innings.
3. The "Home" team is responsible for field preparation, putting away equipment at the end of the game, supplying one new ball and one good used ball for backup for each game and supplying the "official" scorekeeper.
4. Base path distances will be 60 feet.
5. Chalk lines will be placed down the left field and right field lines; a commitment line will be marked 20 feet from the leading edge of home plate perpendicular to the left field line and extending from the left field line to the fence in foul territory; a commitment line will be marked 30 feet from home plate perpendicular to the right field line and extending from the right field line to the fence in foul territory; both sides of the leading edge of second base for a length of about 10 feet and parallel to the right field line; and both sides of the leading edge of third base for a length of about 10 feet and parallel to the left field line. An outfielder's approach line will be marked off at a radial distance of 165 feet from home plate.
6. In case of inclement weather, games are official after the completion of 5 innings or 4 and 1/2 innings if the home team is ahead.
7. A team will be considered complete when 11 or more players from that team are present. No additional players may be "picked up" unless there are fewer than 11 players regardless of players' abilities. Rather than "picking up" a player, a Manager can opt to play with 10 players from his team. A team with 9 or fewer players must "pick up" players to bring the team to at least 10 players or forfeit the game. Any player added must be of the same class or lower for whom they are substituting. No team will have members sitting on the bench while a substitute plays. The President will assign the players from the Bye Team or extra players to replace missing players. Any team reserving players ahead will not get those players. Bye Team players will be assigned the same day they are needed and not beforehand.
8. During inclement weather the President or other League Officer will decide if the field is playable. Once the game has started, the umpire will decide if the game should be halted due to weather or field conditions.

### RUNNING THE BASES

1. Any player who is used as a courtesy runner can only run one time each game for another player who might be on first, second, or third base.
2. All players are expected to run to first base. Legitimately injured players may receive a courtesy runner from home plate. Any player who is used as a courtesy runner from home plate can only run one time each game. Both managers will exchange names of the players needing a runner before the start of the game. The only additions will be due to an injury during the game. Runners will not be used for a player whose name was not exchanged before the game for strategic advantage. If a player is declared injured and cannot run for himself at the start of the game, he will not be allowed to run during the rest of the game.
3. Runners going to first base must touch the mat beside the base unless rounding the base to go to second base at which time the "tag rule" would be in effect if the runner attempts to return to the base. If the runner runs across the base rather than the mat, he will be out.
4. RUNNERS GOING TO SECOND OR THIRD BASE MUST AVOID THE FIELDER AT THE BASE BY RUNNING BY THE BASE ON EITHER SIDE OF THE BASE AND CROSSING THE PERPENDICULAR CHALK LINE AT THAT BASE IF A PLAY IS BEING MADE AT THAT BASE. IF THE RUNNER COLLIDES WITH A FIELDER ACTUALLY FIELDING THE BALL AT THE BASE OR RUNS DIRECTLY TO THE BASE WHERE THE PLAY IS BEING MADE, THE RUNNER IS AUTOMATICALLY OUT. THERE IS PLENTY

OF ROOM TO RUN WIDE OF A POTENTIAL PLAY. THE NO TAG RULE IS IN EFFECT FOR THE RUNNER OVERRUNNING THE BASES.

5. ALL BASES MUST BE TOUCHED BEFORE ADVANCING TO THE NEXT BASE EXCEPT FOR AN OVERTHROW ON FIRST BASE.
6. Runners going between 3rd and home who cross the commitment line must continue toward home plate. The runner is out if he touches the actual home plate. He must touch the "second" home plate. Runners tagged by a defensive player at home plate will not be out.
7. A runner is safe at any base where his foot has touched down on or over the chalk line at that base before the ball is in the possession of the fielder with his foot or other part of the body on that base.
8. For runners advancing to the next base the force play is in effect at all bases at all times. Runners rounding a base and then returning to that base must be tagged out; the runner cannot overrun the base when returning; the force play is not in effect when returning.
9. Tags are allowed between bases, except at home plate, but cannot be excessive.
10. If a ball is lodged under or goes under a fence in fair territory, it is a ground rule double.
11. All runners shall be awarded two bases on overthrows (any ball that goes out of play). In instances of overthrows from the infield, the runners shall awarded two bases from the time of the pitch. Overthrows from the outfield, the runners shall be awarded two bases from the time the ball leaves the outfielder's hand.
12. Fielders must not impede the progress of the base runners unless fielding the ball.
13. Leading off base will be an out. A runner cannot leave a base until the ball is hit.

#### BATTING

1. All batters must bat in regular rotation. Batting out of order is governed by ASA rule 7, section 2 (C).
2. An "on deck" batter will be in place when the batter enters the batting box.
3. Bunting is not permitted. It is an automatic out.
4. The batter starts with an 0 and 0 count.
5. A 3rd strike foul is an out.
6. Any batted ball hitting the pitcher's screen before being touched is a "no pitch".
7. The manager must notify the opposing manager before the game of any player who may need to leave the game early (Doctor's appointment, etc.) at a specified time. If that player's turn comes to bat after the designated time and the player has left the game, his position will be an out in the batting order each time that player comes to bat in the game.
8. The 5 run rule is in effect unless a team trails by 5 runs or more (including the first inning). The team behind may score as many runs as necessary to go one run ahead. Both teams may score as many runs as possible in the last and any extra innings.
9. A batter is out if he carries his bat past the 30 foot commitment line while running to first base.
10. If a batter has a runner from home plate, he will be called out if he (the batter) crosses the commitment line.

#### FIELDING

1. A maximum of 11 players are allowed in the field at a time.
2. There are no position player changes after an inning begins, except for pitchers or injuries. Pitchers may switch with a position player at any time.
3. Outfielders must remain behind the approach line until the ball is hit.
4. The "rover" or short fielder may play anywhere.
5. All players must play a minimum of 4 innings in the field (3 if the team is the visitor and the losing team).

#### PITCHING

1. The pitcher must use the protective screen when pitching.
2. The pitcher must have contact with the 50 foot rubber or pitch behind the 50 foot rubber upon release of the ball.

3. One of the pitching screen's end leg braces must touch the line between the two pitching rubbers (right end for right handed pitchers or left end for left-handed pitchers).
4. Pitches must be at least 6 feet above the ground and no more than 12 feet above the ground between the release of the ball by the pitcher. When the ball strikes the plate or is fouled off, it will be called a strike. Pitches outside those limits are automatically a ball unless the batter swings at the pitch.
5. Three strikes and the batter is out even if the third strike is fouled off.
6. Four balls and the batter is awarded first base.
7. In the first inning only, the pitcher gets 5 warm up pitches and infield players take infield practice until pitcher has completed warm up. Every inning after first inning, pitcher gets 3 pitches for warm up and no infield practice.

#### SAME TEAM UMPIRING (IF NO PROFESSIONAL UMPIRES AVAILABLE)

1. All umpires will be from and designated by the manager of the team with a "bye" for that day of play. The manager will assure that the designated Head Umpire is knowledgeable of the League and ASA rules. The Head Umpire will operate from behind the plate and will call balls and strikes, keep track of pitch counts, outs, runs scored each inning and will make sure the score is properly recorded by the official scorekeeper after each one/half inning of play. If requested by one of the team managers and after consultation with the other umpires, he may overrule the other umpire's calls if he believes it is warranted.
2. Any ball striking any part of the board plate before striking the ground and within the "arc" limits will be called a strike.
3. The first base umpire will call plays at first base and second base and assist on outfield calls. He is allowed to move between first and second base to make a call at either base.
4. The third base umpire will generally call plays at second and third bases and assist on outfield calls.
5. The plate umpire will call plays at home plate and in the field with the assistance of the other umpires as he may desire. He will also call foul balls.
6. ONLY THE MANAGERS ARE ALLOWED TO TALK TO THE UMPIRES CONCERNING CALLS. PLAYERS MUST GO TO THEIR MANAGER IN CASE OF A DISPUTED CALL.
7. The ball remains in play until the ball has returned to the pitcher near the pitcher's mound and runners are no longer attempting to advance. At that stage, time is out until the plate umpire signals to play ball.

#### TEAM MAKEUP

1. Teams will be determined by a "draft" conducted by the team managers and League Officers. Those managers will make up the team rosters and then draw a number to see which team they will manage.
2. Any new players not included in the draft will be assigned to a team by a committee consisting of the League officers. The President of the League will make the final decision.
3. It is hoped and desired that all players report and play with their assigned teams. However, if there is a strong reason that the player does not wish to play with that team, that player can submit a request for a trade to the League officers. They and the team managers will make the final decision as to whether or not the request can be honored. The League President will make the final decision if the agreement is not made by the managers.
4. After February 28th, no players will be added to the team rosters unless the team has less than 11 players.
5. Each player in the League will be given a copy of our rules and should read them before the season starts.

#### SPORTSMANSHIP

A sportsmanship committee will be established consisting of the League Officers and the Team Managers. Five members of the sportsmanship committee shall constitute a quorum.

1. Players may be suspended or put on probation and games forfeited if conduct is determined to be detrimental to the League by a two-thirds majority of the sportsmanship committee. Profane language, fighting, smoking on the field or in the dugout or verbally abusing the umpires or players with continual disagreement with the umpires are examples of undesirable conduct.

2. Players, coaches, and/or managers may be suspended or put on probation for derogatory remarks or actions toward other players, umpires, or League officials, either during or after the games.
3. Players may be ejected from a game by the Head Umpire. Automatic ejection will result for any contact by a player with an umpire or aggressive contact by a player toward another player. The reason for that ejection will be reviewed by the League Officers and the Team Managers and if determined to be warranted, will result in at least a 3 game suspension or stronger action up to and including expulsion from the League.
4. Any player who commits to the League for the season must play the entire season. The only exceptions are serious injury preventing continued participation as a player, a death or serious illness of a family member, or a legitimate reason approved by the sportsmanship committee. The penalty for quitting before the end of the season without one of the reasons above will result in a two year suspension from the League.