

PLAYING RULES

(March 2009 Edition)



CLUB ANSWERING MACHINE
491-1721

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PLAYING RULES

SECTION I: Rules in General

A. Type / Print / Lettering

Print in **bold**, “quotes,” CAPITALS, and underline is used for **emphasis and to stress points**. *Italic* print indicates additions, changes, or rewording from one edition to the next.

B. Amateur Softball Association (ASA)

ASA rules will apply unless superseded by this book of Playing Rules.

C. Club Rules Committee (CRC)

The Club Rules Committee is appointed annually by the Board and must comprise the Club Commissioner and representatives of different Leagues. The Board may appoint as many members as it deems appropriate and name a Chairperson among the group. It will review the Playing Rules book and changes of the Playing Rules submitted in writing and make a recommendation to the Board.

D. Membership

1. As a member, it is my responsibility to **actively support and participate in Club activities** (i.e., games, practices, general meetings, social functions, etc.) and, if requested, assist with Club activities when needed.
2. I agree to have and remain covered by medical insurance while a member of this Club. **GSSCS is not liable for any injuries** that may occur traveling to, *from*, or during *any of the Club's activities*.
3. Where ***Club Welfare***, including member safety, is concerned, I *agree to be* arbitrarily assigned or reassigned to any team in any league by the Club.
4. I am aware that the **Rules, Code of Ethics, By-Laws, Board directives, and general membership meeting decisions of this Club will be enforced**. Unethical behavior on my part may be cause for disciplinary action up to and including termination of my membership.

E. Code of Ethics: Participants in Club activities will

1. Abide by its Rules, By-Laws, and decisions of Club Officials,
2. Accept the decisions of Umpires & team Managers,
3. Avoid bodily contact *and acts* that may cause injury to others or one selves,
4. Refrain from publicly degrading fellow members,
5. Never direct abusive or profane language at Club Officials, *Umpires*, or other members, and
6. Not smoke or drink alcohol during a game or cause adverse criticism of the Club.

PENALTY: *Immediate* ejection and suspension from the next scheduled game.

7. **Manager Responsibilities:** Managers *will monitor* the conduct of their team members during games *and be primarily responsible to mitigate adversity*.
NOTE: Alcohol (beer, wine, etc.) will not be brought onto the grounds or field of play of any Club sanctioned playing arena!
8. Dugout *Occupants:* The dugout area should be limited to team members, *substitutes*, "*batboys*," and *Club Officials*.

F. Leagues: Definitions and minimum age requirements

- **League 1, L1, Monday Day: 70 plus**
- **League 2, L2, Tuesday Day: 60 plus**
- **League 3, L3, Tuesday Night: 50 plus**
- **League 4, L4, Wednesday Night: 50 plus**
- **League 5, L5, Thursday Night: 50 plus**
- **League 6, L6, Tuesday Day, (SL6): 60 plus**
(SL6 = Select League 60)
- **League 7, L7, Tuesday Day, (SL7): 70 plus**
(SL7 = Select League 70)

G. Answering Machine: 491-1721
Recorded Information / Field Conditions / Instructions

SECTION II: Rules of Play

Changing the Rules

Any Club member may suggest changes to the Playing Rules by submitting a written proposal to the **Club Rules Committee**. If adopted, implementation must follow both verbal and written notification to those affected (i.e., Managers, Assistant Managers, Umpires, and Scorekeepers). Players will be informed by their Managers or Assistant Managers.

Rule 1: Definitions

1. *Base or Bag: interchangeable for 1st, 2nd, and 3rd bases*
2. *“Batboys”:* persons agreed upon by Managers to aid play
3. *Batter:* offensive player at home plate
4. *Board:* Board of Directors of the Club (GSSCS)
5. *Club:* Golden Senior Softball Club of Sacramento
6. *Club Officials:* elected, appointed, hired (e.g., Safety Staff, Managers, Assistant Managers, including non-playing, etc.)
7. *Club Rules:* Playing Rules, Standing Rules, By-Laws
8. *Rating:* measure of performance & ability by input of Club Officials or draft order
9. *Runner:* offensive player on or advancing between bases

Rule 2: The Playing Field

2:1. Three Foot Rule

A chalk line is drawn in foul ground 3 feet from and parallel to the first base line. It begins halfway between home plate and first base and extends to first base (creating a “lane” in foul ground). Runners should make every effort to be in that lane or wider. In the Umpire’s judgment, runners **advancing inside the first base line** will be **OUT** for **interference** when a throw is made of their batted ball fielded in fair ground not beyond the pitcher’s plate anywhere between the third and first base lines.

2:2. Double First Base

A double first base is used. The base in foul ground will be a color *other than white* (**orange**). Runners must use the base in foul ground on *their initial* attempt to reach first base if their batted ball is fielded and a play is possible at first base. Defensive players must use only the base in fair ground on their same initial attempt. **After those attempts, both bases become ONE for determining out or safe.**

PENALTY: Runners touching the white base on *their initial* attempt to reach first base will be called **OUT** when a play is imminent. Defensive players touching **the orange base first (or blocking the runner)** will be called for **OBSTRUCTION**. **The Umpire** will call the runner safe and may award second base for the obstruction.

2:3. The Scoring Line

The scoring line begins in foul ground **8 feet** from the home plate *corner* nearest to third base. **Perpendicular to the third base line**, it extends toward the 3rd base fence. A run is scored when a runner touches the scoring line or the ground **beyond** the scoring line (not in the air).

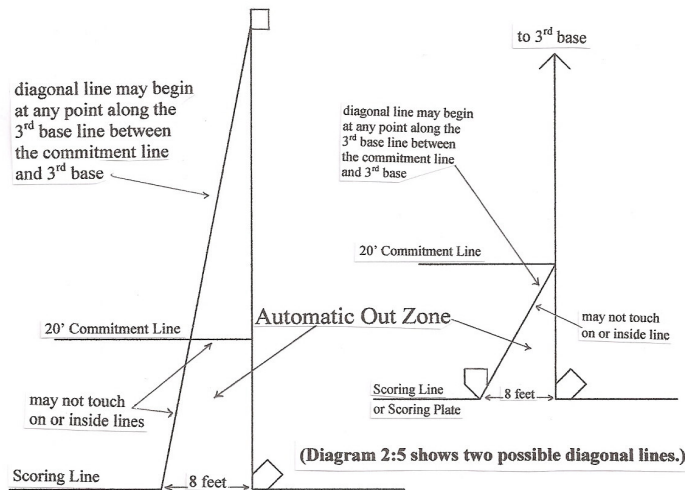
NOTE: Defensive players of ALL Leagues may touch any part of the mat (and plate, if the two are separate) to record an out! If the mat becomes dislodged, the Umpire will judge the proper touch location.

2:4. Twenty (20) Foot Commitment Line

A perpendicular line is drawn across the third base line 20 feet from home plate. **Runners who step on or beyond the 20-foot commitment line** must continue to the scoring line (or plate) and **cannot** return to third base.

2:5. Automatic Out Zone (Near Home Plate)

A diagonal line in foul ground is drawn from a point beginning along the third base line and ending at the scoring line (or plate) 8 feet from home plate (See Rule 2:3). Runners are **AUTOMATICALLY OUT** if they touch on or inside that diagonal line after reaching the 20-foot commitment line. A play at home is **NOT** necessary to be called **OUT** for encroaching the “automatic out zone.”



EXCEPTION: In the Umpire’s judgment, runners who advance to score and are obstructed onto or over the diagonal line by a defensive player(s) will be exempt for encroachment.

2:6. Batter’s Box

Drawing the batter’s box was previously eliminated. **Stepping on the mat (or plate, if separate) when hitting a pitched ball is still an out.** (See Rule 9:2)

2:7. Safety Lines

Chalk lines on each side of second and third bases are no longer drawn. Runners must still run wide to avoid collisions. (See Rule 3:4)

2:8. Outfield Limits

Outfielders must position themselves no closer to home plate than 150 feet until a ball is hit. That distance can be judged by landmarks identified at each field, orange cones (if used in a safe and unobtrusive manner), or a chalk line.

- 150 Foot Line

NOTE: If a chalk line is used, it will be drawn in fair ground between the outfield foul lines 150 feet from home plate.

Rule 3: Offense / Defense

3:1. Force Plays

Initial attempts of runners reaching any base are force play outs. Tags are permissible, but not required unless a runner is returning to a base from an Over-Run.

EXCEPTION: See Rule 3:6

3:2. Over-Running a Base

Runners over-run a base in two situations: 1) when rounding (legally advancing past it going to the next) but return to the former base instead, and 2) when returning to a former base but go beyond it losing contact. To make an out, a defensive player **MUST TAG** runners in both cases before they reestablish contact with that former base.

NOTE: Runners are permitted to **SLIDE, DIVE, ROLL, or CRAWL** to an “over-run” base to avoid tag outs.

3:3. Running Through a Base

If running through a base, runners **MUST** run **WIDE** to the side of a bag and are required to avoid any fielder. As much as possible, runners should run to the **OPPOSITE** side of a bag from where the throw comes. Runners are safe when touching the ground even with or beyond the bag before a defensive player either catches the throw while contacting that bag or makes a tag. Runners “running through” must return and **touch** that bag before advancing.

NOTE: Umpires will judge whether or not a runner either “rounded” second or third base or ran straight through. Failure to return and touch a base is an appeal play.

EXCEPTION: Runners passing **FIRST BASE** do not need to “retouch” it before advancing.

3:4. Runner Interference

Runners **MUST** avoid colliding with a defensive player, especially when reaching a bag as described in Section 3:3. Collisions will result in an **interference** call, and the runners are **OUT**. If that interference, deliberate or not, **prevents or hinders** a double play, in the Umpire’s judgment, the immediate trailing runner is **OUT**. A throw is not required.

NOTE: Umpires may judge a collision is **unavoidable**.

3:5. Fielder Obstruction

Fielders must not get in the way of a runner when the ball is **NOT** thrown toward their base or they are not fielding a ball. If **ANY** fielder **prevents or hinders a runner’s progress**, that runner will be awarded one base for **OBSTRUCTION**.

NOTE: Contact is not necessary and verbal or physical gestures may be ruled an obstruction.

3:6. Tag at Home Plate

After a runner has passed the 20-foot commitment line, defensive players near home plate **cannot** tag or attempt to tag a runner attempting to score a run. Doing so is an **OBSTRUCTION**.

PENALTY: Dead ball, the run scores, and all other runners will be advanced one base beyond the last legally touched base at the time of the infraction.

3:7. Infield Fly

..same as ASA: Runners on base advance at their own risk.

Rule 4: Players / Managers / Sponsors**4:1. Maximum / Minimum Players**

The full compliment of fielders for a team is 10. Teams must field at least 9 players.

4:2. Batting Order

All players on the Line-Up Card will bat every time in turn as listed by their Manager. Once the game starts, the batting order cannot be changed.

4:3. Minimum Playing Time

Including Managers, ALL team members in the line-up must play defense in at least 3 innings of a full, 7-inning game.

EXCEPTIONS: 1) *Players entering the line-up after the third inning*, 2) *players leaving a game for any reason*, and 3) *Non-Playing Managers and/or Assistants are exempt*.

4:4. Playing Less Than Three Innings

Managers will not encourage any player to stay away or not participate in a game. Doing so is an **illegal substitution** and **requires game forfeiture**.

Not playing a team member at least 3 innings on defense requires a 1 **game suspension of Managers**. A second infraction requires Managers to be **replaced as Managers, but they may remain a team member**.

4:5. Forfeit For Insufficient Players

All teams must have at least 9 players to start, including at least 7 regular team members.

Any team unable to field at least the 7 minimum regular team members, plus 2 substitutes, will forfeit the game. If both teams are unable to field the minimum team members, both teams will be charged 1 game in the loss column. An informal practice game is encouraged to fill the forfeited game time.

4:6. Players Leaving Game

Regular team members leaving a game for a legitimate reason (e.g., *if injured, stricken ill, for a sudden emergency, or ejection*) will be bypassed in the batting order with no penalty. They may be replaced by substitutes. No more than 2 substitutes may play on a team at any given time.

NOTE: Players returning after their recovery, etc., and late arriving, regular players may replace substitutes without penalty to either the team or the substitute.

4:7. Replacement of Team Members

The procedure to replace a player who will **miss (or has missed) 3 consecutive games** during the season:

a. Notification

Managers will notify their League Commissioner of the need for a replacement.

b. Assignment of Replacement

The League Commissioner will assign a replacement player of equal performance rating (to the maximum extent possible) in consideration of available players.

c. Ratings

Replacements must have a Player's Rating Sheet completed by one or more Managers before being permanently assigned to a team. They may be temporarily assigned by the League Commissioner for 1 or 2 games to allow 1 or more Managers to complete a rating sheet.

NOTE: *The rating sheet includes an estimated draft round number as well as other information.*

d. Play-Offs

A replacement player must have been assigned for three or more league games to become eligible for post-season play-offs.

4:8. Missed Games

If a player misses 2 regular season games without notifying the Manager in advance, the Manager may:

- a. Call the player to ascertain the problem,
- b. Notify the League Commissioner to investigate the problem, or,
- c. Only if appropriate, request a replacement player through the League Commissioner. Players will be selected from the League Waiting List by their rating. **(See Rule 4:7b)**

4:9. Managers

With League Commissioners' consultation, Managers will decide if they wish to rate themselves **BEFORE** the draft.

Managers, with their League Commissioners, will rate the Umpires and players, if necessary, at the conclusion of the season or before.

4:10. Playing Sponsors

Sponsors who play should be members of the team they sponsor.

Rule 5: Courtesy Runners

5:1. Use Limited

Courtesy runners may run only once per inning and twice per game. Any runner on any base may request a courtesy runner at any time without penalty, including a tie-breaking runner. Managers may request a courtesy runner in behalf of team members. No order is specified, and Managers may select any legally available player in the line-up.

NOTE: *After having a courtesy runner, a batter may continue to hit (and advance) to any base obtainable like all runners on base at the time.*

5:2. Replacing Courtesy Runners

While acting as a courtesy runner, runners on base may only be replaced by another courtesy runner for a legitimate reason. (See Rule 4:6)

Rule 6: Substitutes

6:1. Substitute Players

Club members eligible to substitute in a particular league:

Assigned: Members on a team in that league.

Unassigned: Members on that league's waiting list.

NOTES: Managers are encouraged to recruit substitutes through their own League Managers when their waiting list is depleted.

When Managers still need players, their League Commissioner may recruit substitutes through other League Commissioners.

6:2. Substitutes: Teams at Less Than Full Compliment

Teams fielding less than the minimum number of players to start a game (or continue it) may use substitutes. (See Rules 4:1 and 4:5, minimum number of players and forfeiture.)

Substitutes on the Scorer table's sign-up list may be used when teams become short players at "game time" or because players must legitimately leave the game. (See Rule 4:6) Substitutes replacing regular players will bat last and play **catcher or right field**. Players leaving will be dropped from the batting order with no penalty.

NOTE: One substitute may replace another, but a team may have no more than 2 substitutes at any given time.

6:3. Substitute Requirements

a. Substitutes Within Same League

Assigned players may only play within their own league unless a situation requires the League Commissioner to invoke Rule 6:1-2nd note. Age restrictions are enforced.

EXCEPTION: *Leagues 2, 6, and 7 may interchange players. Age restrictions are enforced.*

b. Substitute Sign-Up Sheets

Substitutes must sign up in person at a Scorer's table or with the Head Umpire when no Scorer is present.

c. Substitute Priority (See Rule 6:1)

- *1st: Unassigned league waiting list players.*
- *2nd: Assigned regular team members in the league.*
- *3rd: Other league members.*

d. Substitutes Selected

When 2 or more players in a priority group are signed up at a field, the first and subsequent substitutes will be selected at random starting with the 1st priority group.

e. Substitute Replacement

Substitutes may be replaced by late arriving, regular players.

NOTE: If the substitutes have played on defense, they must **bat at least once.**

f. Substitutes Limited to a Single

Substitutes are limited to a single each time at bat and runners on base can only advance one base.

6:4. Substitutes AFTER the Regular Season

At the conclusion of the regular season, players on eliminated teams in their league and those still on that league's waiting list may sign up as substitutes for teams of their league in both the play-off games and championship games.

NOTE: Substitutes must be rated lower than the players being replaced.

Rule 7: The Game

7:1. Regulation Game Time Limits

Regulation games will consist of 7 innings. Tie games are subject to Rule 7:6.

Night Leagues (L3, L4, L5): All night leagues will limit play to 1 hour and 10 minutes. No new inning will start after 1 hour.

Day Leagues (L2, L6, L7): All day leagues will limit play to 1 hour and 30 minutes. No new inning will start after 1 hour and 20 minutes.

EXCEPTION: Play-Off Games. (See Rule 7:2)

7:2. Play-Off / Championship Game Time Limits

There is no time limit for either play-off games or the championship games (played on picnic day). Games tied after 7 complete innings will continue until a winner is declared.

7:3. Forfeit Time

Forfeit time is the game start time or 5 minutes after the completion of the previous game, whichever is later.

7:4. Canceled Games

If **ALL** games of a league are canceled (e.g., weather, air quality, utility failure, etc.), they will be played, if feasible, on a make-up day if provided for on the season's schedule. When some games are played and some are not, make-ups may be rescheduled **as determined by the Club Commissioner and League Commissioners.**

7:5. Five-Run Innings

No more than 5 runs may be scored by any team in the first 6 innings of a game. The seventh inning will have no run limit. If the time limit expires before the seventh inning, the Umpire will announce the next inning as the last due to time limitations. In that inning, there will be no limit on runs.

7:6. Tie Breaker / Runner Rule

All games will start all extra innings with a runner on second base. That runner will be the previous inning's player who had the last complete, legal turn at bat.

Regular Season League Games Only: Up to 2 innings may be played to break a tie game if time permits. When the time limit expires and the game is still tied, both teams will be credited with one-half win and one-half loss.

7:7. Identical Win / Loss Records (Ties)

The **winner** of teams tied at the completion of each round (or season) is **declared** by a head-to-head comparison of the game(s) with the other team(s). Successive tie breaking criteria, excluding forfeits:

- Differential of Runs *Scored versus Allowed*
- Coin Toss

Rule 8: Pitching

8:1. Warm-Up Throws

Starting pitchers and any relief pitchers are allowed 5 warm-up pitches only in their respective first innings.

For games being delayed, the Umpire is not required to allow **any** warm-ups thereafter.

Time permitting, the pitcher is allowed 3 practice pitches and each infielder is allowed 1 throw to first base.

8:2. Strike Zone

The strike zone is the mat including home plate (23 inches wide x 42 ½ inches long) or the plate and mat around the plate, if separate.

8:3. Strike

Pitched balls delivered to the batter are strikes when: 1) they travel above the ground at least 6 feet and not more than 12 feet (Umpire's judgment) **AND** 2) strike on initial impact **any part** of home plate and/or the mat. Umpires must be consistent in their calls.

A foul tip off the bat at **any** height of **any** swing caught on the fly by the Catcher is an OUT.

8:4. Strikes / Balls

NO argument is allowed with Umpires regarding calls of balls or strikes (judgment).

PENALTY: A first offense is a warning and the second offense is an ejection and suspension from the next regularly scheduled game. **(See Rule 13:2)**

8:5. Intentional Walks

Batters may be given only 1 intentional walk per game with no penalty. In the Umpire's judgment, a batter walked on purpose a second time (or more) in the same game will be awarded second base on each occasion, and runners on base will be advanced 2 bases.

8:6. Home Runs Over the Fence

A TEAM may **NOT** exceed 1 "over-the-fence" home run **MORE** than its opposing team. Home runs exceeding the "one-ahead" limit will be ruled a single for the batter and runners on base are advanced ONLY if forced.

Rule 9: Batting**9:1. Play Ball Called**

Batters have 10 seconds to take a position at home plate after the Umpire calls "Play Ball." The Umpire may call for the pitcher to start pitching, and all pitches will be called strikes until the batter gets into position. The pitcher may not release an official pitch until "Play Ball" is called.

9:2. Home Plate / Mat Touched

Batters touching any part of the strike zone mat (defined in **Rule 2:6**) while hitting a pitch will be called OUT.

9:3. Illegal Bats (See Rule 10:5)

Players positioned to bat who have a non-approved bat will be called out, ejected, and suspended from the next regularly scheduled game.

Rule 10: Equipment

All team equipment when not in use will be kept out of the playing area (fair or foul).

10:1. Flip-Cards

An Umpire on each field will see that a Flip Card is provided for each game when a scoreboard is not used. Umpires for the last games are responsible to return the Flip-Cards to a *shed, locker, or other secure area* after the game.

10:2. Safety Equipment

Managers, Assistant Managers, and Safety Officials are responsible to see that all necessary safety equipment is available for each game and returned to the appropriate storage area after the games.

10:3. Safety Equipment Items

- CPR accessories & AED unit
- scoring plate
- helmets, masks, shin guards, joint pads, chest protectors, etc.

10:4. Scoring Plate

The use of a scoring plate is optional.

10:5. Bats

NO bat will be used if listed on any ASA non-approved bat list, publication, or electronic notice. Umpires and League Officials will determine if a bat meets the proper safety conditions.

NOTE: *Facility owners may further restrict bat use.*

10:6. Line-Up Cards

Prior to starting a game, Managers will submit a **Line-up Card** to the Scorekeeper (or Umpire when a scorekeeper is not used). All team members will be listed in batting order and *identified by a jersey number*. Line-ups will *contain* the date, team name, and *whether* visitor or home team. It should also note the Manager's name and *may indicate playing positions*. Umpires and opposing Managers must be given a copy.

Rule 11: Uniform

11:1. General Requirements

During a game, *all players* must wear a GSSCS-issued uniform consisting of a *jersey (or shirt) and cap*. An official VISOR may be worn in place of a cap (*provided upon request*). The Board may approve waivers for medical conditions.

11:2. Red Caps (Safety Officials)

All Safety Officials will wear Red Caps for identification in case of emergency situations.

11:3. Gold Caps (Umpires)

Gold caps may be worn by Club member Umpires.

11:4. White Caps (Managers)

During games, all Managers will wear white caps, if issued. Managers or Assistant Managers not having a white cap will notify the plate Umpire that *they are managing and wearing* a regular cap/visor. No penalty will be incurred.

11:5. Waiting List Players

Waiting List players will wear a *uniform* issued by the League Commissioner (See Rule 4:7). All substitutes will wear a GSSCS-issued cap/visor and jersey, if available.

11:6. Uniform Violations (Penalty)

Players found in violation of the **uniform requirements** must change appropriately before playing or continuing to play. Refusal to comply will result in ejection. (See Rule 13:3)

Rule 12: Protests

12:1. Procedure

Only Managers can protest a *suspected* rule violation. **Protests must be made known to the plate Umpire at the time of the alleged infraction or when discovered**. Umpires unable to satisfactorily resolve the issue will notify the **Scorekeeper and opposing Manager** that the remaining game is being played under protest. **All unresolved protests must be submitted in writing** (or postmarked) to the League Commissioner within 48 hours of the game's end. **The League Commissioner will render a decision within 15 days**.

12:2. Lodging a Protest

Managers **must request a time out** and **notify** the plate **Umpire** of the protest. Play must be stopped as soon as possible. Knowing the rule number of the suspected violation is not necessary.

12:3. Conflict of Interest

League Commissioners having a conflict of interest *or unable to rule on a protest* will refer it to the **Club Commissioner**.

12:4. Appeals

Appeals of any decisions must be made *in writing only* to the Board of Directors. At least 3 Directors will hear the appeal, take testimony from the player filing the appeal and Club Commissioner, and make the final decision. The Directors hearing the appeal may consult the Club Rules Committee.

12:5. Invalid Protest

If all of Rule 12's conditions are not met, the protest will become invalid.

Rule 13: Umpires

13:1. Time Out

Only Umpires can call "Time Outs." Any player in the game, though, may request an Umpire to call a Time Out.

13:2. Disputed Calls

Only team Managers may discuss *disputed playing situations* with an Umpire. *Other team members may not persist to inquire, complain, or argue. Umpires may terminate a discussion at their discretion.*

PENALTY: Umpires will give a verbal warning to any player continuing a terminated discussion. They may also use a RED card or cloth. *Players failing to heed the warning will be ejected and suspended from the next regularly scheduled game.*

13:3. Player Ejection / Suspension

At the plate Umpire's direction, players ejected from a game will be recorded on the Scoresheet. It also must contain the infraction, inning, if there's a suspension, and any other pertinent information. After the game, the Club Commissioner will be notified and the scoring document will be delivered to the League Commissioner within 48 hours.

13:4. Flip Cards

When using Flip Cards, Umpires should record runs as they occur. The Umpire and two Managers *should stay aware of* and agree on the score at the end of each half inning.

Rule 14: Scorekeeper / Scoring

14:1. Scoresheet Data

The "official" scoresheet at the scorekeeper's table will contain the date, team names, visitor or home, team member names *with their jersey numbers* listed in batting order, and any courtesy runner needs.

NOTE: The information required comes from the Managers' Line-Up Cards (See Rule 10:6).

14:2. Scorekeeper Duties:

- a. Notes the starting and ending times of games,
- b. Keeps score, records all outs, notes the last recorded out,
- c. if asked **ONLY**, gives information about courtesy runners and the batting order,
- d. Notes the **time, reason**, and point in the game when a protest is lodged,
- e. **Notes any ejected player, inning, offense, and**
- f. Records if a suspension is ordered.

NOTE: Regular season game sheets are turned in for record keeping.

LEAGUE 1 SPECIFIC RULES

1. Non-Running Players (NRPs)

Managers can list on their line-up cards no more than 2 **non-running players (NRP)** who can have a courtesy runner from “Home Plate.” An NRP can be any player on the team. No change in the NRPs will be permitted once the game begins. Chosen by the Manager, courtesy runners will start from a location designated by the home plate Umpire. When NRPs bat, they and all runners on base may advance only 1 base. **(Refer to Rule 5)**

NOTE: Courtesy runners from home plate or on base may only run once per inning. They may be used, however, as many times as needed during the game.

2. Outfield Limits

Outfielders may not position themselves on the infield dirt until the ball is hit. **(Refer to Rule 2:8)**

3. Infield Fly

No infield fly rule will be enforced. However, in the opinion of the Umpire, if a ball is purposely dropped, the batter is called OUT and all runners are returned to their bases. **(Refer to Rule 3:7)**

4. Maximum Players / Substitutes / Forfeit

The full compliment of fielders for a team is 11. Teams may have no more than 3 eligible substitutes who must bat last and can play only catcher, right field, or right center field. Fielding less than 7 regular team members will constitute a forfeit. **(Refer to Rules 4:1, 4:5, 6:2-note)**

5. Substitutes AFTER the Regular Season

For substitutes, all post season games are played under regular season rules. **(Refer to Rule 6:4)**

6. Minimum Playing Time

At their request, NRPs may play as little as 1 inning on defense. **(Refer to Rule 4:3)**

7. Scorekeeper

No official scorekeeper will be used. **(Refer to Rule 10:6)**

8. Scoring Plate

A scoring plate is positioned 8 feet from home plate. To score, runners must touch the scoring plate. **(Refer to Rule 10:4)**

EXCEPTION: L1 players are exempt from Rule 2:5.

9. Eligible Substitutes

For substitutes, Managers should first contact the league’s Player Agent as to the availability of waiting list players. Secondly, Managers can secure a substitute player from a bye week team or from a team scheduled on their same diamond. Substitutes must be at least 1 draft round below the absent player. **(Refer to Rule 6:1)**

League 7 Specific Rules

L7 will use Rules 2 & 4 of League 1’s Specific Rules

GOLDEN SENIORS SOFTBALL CLUB
of SACRAMENTO

PLAYING RULES

(March 2009 Edition)



CLUB ANSWERING MACHINE
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