

WARRIORS SOFTBALL LEAGUE RULES

MEN'S SLOW-PITCH SOFTBALL

(With all amendments thru 01/19/2010)

GENERAL RULES

We begin by stating that we follow the rules set down in the Official Senior Softball-USA Rulebook (SSWC), unless modified or added-to in these proprietary Warriors rules. If a subject is not addressed here then we use the Official Rulebook. In case of a conflict between our league rules and SSWC rules, our league rules shall take precedence

A regulation game shall consist of seven (7) innings, time permitting. As of 7/23/09, games will begin at 6:30 pm and 8:00 pm. This is subject to change as necessary.

If seven (7) full innings (or 6 ½ if the home team is ahead) have not been completed by the seventy (70) minute mark, then the umpire shall make the “no new inning” announcement at the seventy (70) minute mark, meaning the top of the next inning shall be the beginning of the unlimited runs inning. This 70-minute time rule is also subject to change as necessary.

Balls will be .44 COR or lower, for safety purposes.

Bats shall not exceed 1.20 BPF.

Bats must be on the most recent Amateur Softball Association (ASA) approved list.

Bats may not be altered from their original factory condition.

All decisions by the umpire are final.

PITCHING

The pitching distance shall be fifty (50) feet and begins at the front of the pitching rubber to the back point of home plate. The pitcher must take a position or begin the pitch with at least his pivot foot in contact with the pitcher's plate. The pitched ball shall have an arc of at least six (6) feet but no higher than twelve (12) feet from the ground. If the pitched ball is higher than twelve (12) feet or lower than six (6) feet it is considered an illegal pitch and the umpire will verbally call “illegal high” or “illegal flat” pitch.

Intentional walks, without delivering any pitches, are permitted if the pitcher first notifies the umpire.

We do not use a “pitcher's box”.

BATTING

There shall be no intentional bunting or chop hits, (i.e. chopping the bat down on the pitched ball in order to create a higher bounce). PENALTY: The batter will be declared out. The ball is dead. No runner may advance to the next base. Umpire's judgment prevails.

Batters will start their at-bat with a count of one (1) ball and one (1) strike.

Fouled or tipped balls are considered a strike. A batter is permitted a maximum of two (2) foul balls, even with a count of 2 strikes.

A pitch that is foul-tipped straight back by the batter must be higher than the batter's head to be called an “out” if caught by the catcher on the fly.

On a play at first base, in order to avoid contact with the first baseman, the batter/runner must run to, and cross, either an auxiliary first-base bag in foul territory, or the plane of a chalk line drawn horizontally from the foul line, whichever may be present. If a batter/runner runs to the real first base bag while a play is being made on him, the umpire shall call the batter/runner out.

Orange soccer-style plastic cones shall be set-up in an arc approximately 165-feet from home plate from foul line to foul line. No outfielder may position himself in front of the imaginary line made by the arc of the cones until the ball is struck. No batter shall be put out at first base by any throw from any outfielder or on a relay throw started by an outfielder. Any ball, in fair territory, that makes contact with the outfield grass, shall be at least a one-base-hit to the batter.

Pinch-hitting is not allowed. If a batter is incapable of taking his turn at bat due to an injury occurring during the game, and is unable to continue play, the next batter in order shall bat.

At a manager's option, there may be one (1) designated hitter (DH). A DH must be announced to the opposing team's manager and to the umpire prior to the beginning of the game. A player injured during a game may not come back to play as a DH during that game. A player so designated as the DH is not required to play defensively.

Late arriving players may be immediately inserted anywhere into the batting order providing the batting order has not gone through once. Otherwise, late additions must be added to the **BOTTOM** of the batting order.

RUNNERS IN THE HOLE

None are allowed. All batters must make it to first base on their own.

SUBSTITUTIONS

If a team manager has more than 10 players available to play, excluding a DH, he must rotate all players defensively. The manager shall rotate the players every inning. No player shall sit out defensively for more than two consecutive innings.

FLIP FLOP RULE

This rule only applies if, at the top of the unlimited runs inning, the VISITING team has a lead of eight (8) runs or greater. In that event, the HOME team, which batted in the bottom of the previous inning, continues to bat in the top of the unlimited runs inning after the bases cleared of any base runners from the previous inning. In the event that the home team ties the game or takes the lead, then the visiting team bats in the last half of the unlimited runs inning.

TIED GAMES

If the score is tied after seven (7) complete innings have been played, the game shall be end as a tied game. In **post-season play only** we will break ties using the International Tie Breaker procedure as described in the Official Rule Book.

WET BAG CONDITION CALLED BY UMPIRE

When invoked by the umpire, a base runner does not need to make physical contact with 2nd or 3rd base, however, the runner's body must cross the vertical plane of 2nd or 3rd base. The defensive player must always make actual contact with the base for a force out.

PLAYERS (Including the "9-8-7 rule")

A team on defense shall not have more than ten (10) players on the field at any one time: one catcher, one pitcher, four (4) infielders and four (4) outfielders.

A team with only **nine (9)** of its own players present plays with those nine (3 outfielders).

A team with **eight (8)** of its own players shall be loaned a catcher by the opposing team and then plays with only three (3) outfielders. This loaned catcher shall play with the same defensive effort as if he were catching for his own team.

A team that finds itself with only **seven (7)** of its own players and, therefore, unable to field a minimum of eight (8) team members at start of game time, shall forfeit the game.

During the course of the game, if the shorthanded team which received a loaned catcher, has one or more of its regular players show up late, the late-arriving player(s) shall enter the game batting last in the batting order, and the loan of the catcher from the opposing team ends.

If neither team is able to field a minimum of eight (8) team members at start of game time, then both teams will each be charged with a forfeit.

Teams will be granted a five (5) minute grace period from scheduled start time of the game to gather the minimum team members required before a forfeit is declared.

MANAGERS

Managers may not make, change or bend any rule or league policy or make “agreements” between themselves before or during the game on matters either covered or not covered by these rules.

CONDUCT

Only the manager (or his designated representative) is allowed to question the umpire regarding a call, the game in progress, players or game rules.

Team players or members of our league shall not make disparaging, abusive, profane or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct by a reasonable person.

No alcoholic beverages will be permitted in the dugouts or field of play. For safety purposes, if in the umpire’s judgment a player attempts to play a game while under the influence, he will be ejected from the game.

CHAMPIONSHIP AND PLAYOFF FORMAT

In all post-season games, the decision as to which team is “home” and which team is “visitor” shall be determined by a pre-game coin flip.

If there is a tie between two or three teams in the standings at the conclusion of the regular season, then that tie in the standings shall be broken using these tie-breakers in the order in which they are listed:

1. Head-to-head won/loss record
2. Run differential in head-to-head competition
3. Coin flip