

## **SOUTH HILL OLD BOYS AND OLDER BOYS (50s)**

### **SOUTH MEMORIAL MEN'S SLO-PITCH**

#### **PLAYING RULES & REGULATIONS:**

**(Revised June 2021)**

#### **ELIGIBILITY: OLD BOYS**

Players must be forty-five (45) years of age by December 31<sup>st</sup> of the applicable playing year. Each team will be allowed a maximum of five (5) players between the age of forty to forty-five (40 – 45).

#### **ELIBILITY: OLDER BOYS (50s)**

Players must be fifty (50) years of age by December 31<sup>st</sup> of the applicable playing year, to be eligible to play.

#### **TEAM ROSTERS...**

1. Each team will submit a roster to the league by the required date for insurance purposes. New players may be added at any time to a maximum of 20. Additional players will cost the team \$6 each to insure.
2. Only players appearing on the team roster and having played at least one-third (1/3) of the league games will be eligible to play in the wind up tournament.
3. There is no limit to the number of players on a team roster.
4. League fees will be set by the Executive each season.

#### **PLAYING RULES...**

1. It will be the responsibility of each team manager/representative to inform his players of all team and playing rules of the South Hill Old Boys Slo-Pitch League.
2. All play will be governed by the **Slo-Pitch National Softball Inc. (SPN)** Official Slo-Pitch Softball Rules, with the following exceptions:
3. A **minimum of eight (8) players** is required to start a game. A ninth (9<sup>th</sup>) or tenth (10<sup>th</sup>) player from another team can be picked up at the park. If a late player(s) from the short-handed team arrives, the pick-up player(s) is dropped. **The pick-up player(s) may play any position except pitcher and must bat last and second last.**
4. Minimum uniform requirements are a baseball shirt with a matching hat. **No cut-offs and no jeans.**
5. Baseball shoes: **no metal spikes allowed.**
6. Game time is forfeit time. Teams with less than 8 players at game time must forfeit.
7. **Each team must keep proper records in a regular softball score book for league tournament and/or playoff eligibility.**
8. An umpire who understands the game and who is willing to take an active part to get into position to make the proper call, will be supplied by the Home Team. Agreement can be made to have each team umpire when they are up to bat. **No abuse of umpires will be tolerated.** Any abuse should be reported to the league executive and the board of governors.

9. One new ball will be supplied by the league for each new game. Official ball is the Worth Grey Dot Optic. Teams are to provide a good used ball for back up.
10. A plywood sheet, two (2) feet by three (3) feet will be used to call strikes and balls. **The top portion of the mat to be positioned over, and in line with, the front of home plate.** The measurement for the pitching rubber will be fifty (50) feet from the rear corner of home plate to the front edge of the pitching rubber. However, in accordance with SPN rules, the pitcher will be allowed to pitch a ball, either from the pitching rubber or anywhere from within a two (2) foot wide zone located between the pitching rubber from fifty (50) to sixty-five (65) feet from the rear corner of home plate.
11. **There are no substitution limitations...** A team may bat as many players as it wishes. However, a team's batting order must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn at bat of the player he replaces in the original batting order.
12. Each batter starts his turn at bat with a **one (1) ball and one (1) strike count.**
13. **A Double-Base** will be used at first base with the white portion securely fastened in fair territory and the orange portion securely fastened in foul territory. The following rules apply to the use of the Double Base: A batted ball hitting any part of the white portion is a fair ball. If it hits completely on the orange portion, it is a foul ball. If a play is being made at first base on a ball hit to the infield, the batter/baserunner's first attempt at touching first base must be to the orange portion of the base, otherwise he will be called "out". A defensive player shall only use the white portion of first base at all times. Once a baserunner has attained first base he must then use the white portion of the base. This includes after over-running first base; after rounding first base; when tagging up; and, when returning to first base as a result of a pick-off attempt. Effect – if the baserunner uses the orange portion at any time after his first attempt at first base and is not in contact with the white portion, then he is considered to be out if tagged or leading off.
14. **Force Plays... baserunners must not intentionally interfere with the play.** Specifically, in double play situations, where it is most likely that the lead baserunner will be forced out, **it is the lead baserunner's responsibility to make an honest attempt to get out of the way** so not as to impede the continuation of the double play. Should interference arise, in the opinion of the umpire, the double play will be deemed to have been completed. However, in the event that the baserunner "gives himself up" on what appears to be a most likely force play and an error is committed nullifying the force, the baserunner will be deemed "safe" and awarded the base. If, in the judgement of the umpire, the baserunner would not have achieved the base if he had continued his forward progress, due to a quickly recovered error, he can be called "out". On close plays, baserunners do have the option of sliding to the base, but may not intentionally slide into a defensive player.
15. **No Stealing, No Lead-Offs.** If a baserunner fails to keep contact with the base to which he is entitled until a pitched ball has reached or passed home plate or is batted, the ball is immediately dead, "No Pitch" is called and the baserunner is declared out. Baserunners who have left the base legally (after a pitched ball has reached or passed home plate) but the ball has not been hit, are not declared out, but must immediately return to their base and the ball is dead.

16. **Home Plate Rule... All plays at home plate are force outs.** A baserunner who has stepped over and touched the ground on or past the commitment line between third base and home plate (twenty (20) feet up the third base line from the closest corner of home plate) must continue on towards home plate. **The catcher cannot tag the runner out once he has passed the commitment line**, but must be in control of the ball with some portion of himself or the ball touching the home plate mat prior to the runner stepping down on or past the imaginary scoring line that extends out from the plate in line with first base. If the baserunner makes contact with the catcher while the catcher is in contact with the home plate mat, the baserunner will be called "out". If there is clear intent by the baserunner to make contact with the catcher, the baserunner is "out", he will be ejected from the game and will be subject to a suspension. The baserunner must never touch the home plate mat under any circumstances. The baserunner is "out" if he touches the home plate mat even after a home run.
17. When a **ground rule double** occurs a baserunner will advance two (2) bases from the base that he was on when the ball was pitched.
18. Any player in the batting order or on the team's roster may be used as a **courtesy runner** but the same player cannot be used more than once per inning. Courtesy runners may not be used to run for a player from home plate to first base.
19. There will be a **maximum of five (5) runs per inning per team with the exception of the last inning, which is open.**
20. Games are scheduled for **seven (7) innings with a one hour and ten minute time limit per game.** An inning must be completed before a game is ended by the time limit. No new inning will be started if there is less than 10 minutes of playing time remaining. League games that end in a tie will be finalized as a tie. Warm-ups and infields will not be allowed after the first inning. A continuing pitcher will be allowed a maximum of 3 practice throws after the first inning.
21. A minimum of five (5) innings constitutes an **official game.**
22. **Flip Flop Rule...**In the event that at the end of the sixth (6<sup>th</sup>) inning the home team is ten (10) or more runs behind, they will become the visiting team and will bat first in the seventh (7<sup>th</sup>) inning. The visiting team will then bat as the home team if necessary. Flip Flop Rule must followed when situation arises.
23. **Final league standings will be ranked on total points with two (2) points awarded for a win (note: no four (4) point double-header games may be played) and one (1) point awarded for a tie.** Every effort will be made to play all games. The rescheduling of rainouts, which must be done in concert with the league's Schedule Coordinator, is the responsibility of the teams affected. The condition of the fields for the starting of a game shall be determined by Tom Yipp / South Hill Sports Association. **Coaches and players should check the website for notification of the decision to rain out the games on a particular day.**  
Any team failing to field a team for two (2) weekends during the season will be automatically fined.

24. **Cancelled Game Policy...** Short Notice Cancellation: If a team cancels with less than 24 hours' notice to game time or has less than 8 players at the park at game time, the other team is awarded 2 points for the win for each game.  
If postponed games or rainouts remain un-played at the end of the season, neither team is awarded points for the games.
25. **Unsportsmanlike conduct** from a team, team member or fans will be reviewed and acted upon by the League Dispute Committee.
26. **Fighting** will result in automatic expulsion from the league as determined by the League Dispute Committee.
27. **Home Run Rule...** Each player is allowed an unlimited number of home runs per game provided that, at the time he hits the ball out of the park his team is less than three (3) home runs ahead of its opposition. A team can be a maximum of three (3) home runs ahead of its opposition at any time. **Any player hitting a ball over the fence, which does not comply with the foregoing, will be called out.** Inside-the-park home runs are exempt from this rule. In the event that there is a runner(s) on base, representing the fifth (5<sup>th</sup>) run in a non-open inning, and the ball is hit out of the park, the following applies: **the batter will be called out if his team is ahead by three (3) home runs** or, if his team is not ahead by three (3) home runs, the hit will be counted as a home run for the Home Run Rule purposes, even though the batter for scoring purposes will only be credited with the appropriate base hit that would force in the fifth (5<sup>th</sup>) run. A team may not score more than five (5) runs per non-open inning (see rule 19). It is the responsibility of both teams to keep the umpire informed of the home run status of the game. Players hitting a home run have the option of running the bases or simply touching first. Players on base must touch the next base on a home run.
28. **Pitcher Safety:** all pitchers must wear a safety mask when pitching.
29. **Safety Spotter:** each team must provide a player to be a safety spotter on both the left field and right fields outside the fence during batting practice to protect the Little League players on the Main Diamond.
30. **Violations...**
- Not providing an umpire when it is your team's turn as per the schedule.
  - Where applicable, not setting up or taking down the field equipment when it is your team's responsibility.
  - Not having a team representative at a league meeting and on the board of governors.
  - Not having the minimum eight (8) players to start a game twice during the season.
31. **Fines...**  
Every violation during the season is subject to the following fines. The first violation is not charged. Fines must be paid **prior to the start of the league play-offs** with payment being delivered to the league's treasurer.
- **1<sup>st</sup> fine - \$25**
  - **2<sup>nd</sup> fine - \$50**
  - **3<sup>rd</sup> and any additional fines - \$75**

**30. Bat Eligibility...**

**All SPN approved bats are eligible for use.** If a team is uncomfortable with a bat being used by the other team, it will be removed from that game upon request. If a team feels the bat is legal, the team must request a ruling from the League Dispute Committee. Please do not hold up games for the use of a particular bat. Remember this rule is in place to protect the safety of all players. Players 70 years of age or over can use Sr. Softball bats at their discretion.

**LEAGUE DISPUTE COMMITTEE:**

The league dispute committee will meet and rule on any disputes arising during the season. The dispute committee will be made up of one representative of each team (other than the team(s) involved in the dispute). In case of a split decision by the committee, the league president will cast the deciding vote.

**WEBSITE: <http://www.southmemorialmensslopitch.com/>**

**(revised June 2021)**